NOVEMBER 1983
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COMPUTER & VIDEO GAMES



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COMMODORE 64 GAMES

QUINTIC WARRIOR
Stand alone against Sinister Crabmen and Mangled Mutants.
Author: T. P. Watts.

RING OF POWER
Search thru' the kingdom for the mystical ring. Graphics/Text Adventure. Commodre 64.
Authors: Fred Preston & Bob McClemont.



AQUAPLANE
Ski thru' Marine Maniacs but beware the deadly snapping Sharks. Commodore 64 (Joystick or Keyboard).
Designer: John Hollis & Programmer Steve Hickman.

PURPLE TURTLES
Turtle bobbing with the cute Purpilius Turtiliorum. Commodore 64 (Joystick or Keyboard).
Authors: Mark & Richard Moore.





BBC PROGRAMES

MINED-OUT
Save Bill The Worm from Certain Death. BBC model B 32K. (1·0 + 1·2 operating systems only).
Authors: I. Andrew & I. Rowlings.

BEEB-ART
High Quality Art/Design program for versatile manipulation of the BBC's graphics ability. BBC model B 32K.
Author: Dave Mendes.

THE GENERATORS
Superb Character + Teletext Utility. BBC model B 32K.
By the author of Beeb-Art: David Mendes.

SPECTRUM GAMES

VELNOR'S LAIR (Adventure)
Battle of Denizens of the Goblin Labyrinth and the Evil Wizard Velnor. Spectrum 48K.
By Derek Brewster of Neptune Computing.



SMUGGLERS COVE
You are caught in a fable full of horror and Black Beard's Treasure.... Spectrum 48K.
Author: John Keneally.

TRAXX
Pilot your way thru' the Grid. Spectrum 48K
Designer: Jeff Minter.

GRIDRUNNER
Spectrum version of VIC 20 No. 1 best seller. Spectrum 48K (16K).
Designer: Jeff Minter.

AQUAPLANE
Aquatic Action! Spectrum 48K.
Author: John Hollis.

XADOM
Battle through a sophisticated alien maze on this Arcade/Adventure. Spectrum 48K.
Author: Mike Muscoff.



3D STRATEGY
A battle of Nerves and Wits. Faster than a speeding bullet! Spectrum 16K.
Author: Freddy Vachha.

BUGABOO (THE FLEA)
No fleas on This Program!! Itchy Action!! Spectrum 48K
Author: Indescomp.



SOFTSOLID 3D ANT ATTACK
Battle the ants in the walled city of Antescher. Spectrum 48K.
Authors: Sandy White

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COMPUTER & VIDEO GAMES

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NOVEMBER 1983 Vol III No 2



Prize guys

Big prizes are on offer this month! We've got a sophisticated Chess computer up for grabs in our new Adventure writing competition thanks to our friends at Contemporary Chess Computers. Turn to page 12 and get your thinking caps on. Plus a look at playing Chess on computer and a rundown of the machines that could turn you into a Grandmaster.

There are prizes to be won on our Puzzling pages this month too. Find out what, why and how on page 136.

We take a look into the future of video gaming. Cable games are the shape of things to come.

Then there's a look at the video game world championships held in Munich.

News & Reviews

Listings







Features

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Cover illustration: **Peter Harris** Next issue: **November 16th**


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with accurate control from Suncom
SLIK STIK
TAC·2
Totally Accurate Controller
StarFighter
THE ULTIMATE JOYSTICK
FIRE
RAPID
FIRE
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JOY-SENSOR
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Atari CX2600 Game System*
Atari Personal Computer Systems*
Commodore 64 & Vic 20 Computers*
An adaptor (sold separately) is available for Texas Instruments TI 99/4A Computer*
Adaptor Model No. 11060
*These are the registered Trade Marks of the individual companies concerned.



Please drop us a line at: Computer and Video Games, EMAP, Durrant House, 8 Herbal Hill, London EC1R 5JB.

RAMPACK, RAMTOP . . .

Dear Sir
I own a ZX81 with a 16k Rampack and I would like to know how to set the RAMtop on this machine. I have seen in several listings of programs the words, "Before running the program, set the RAMtop to 1k if you have a RAMpack". Could you please help me?
David Hosking,
Lower Hutt,
New Zealand.

Editor's Reply: The first non-existent byte is stored in addresses 16388 and 16389. To set up a 1k system, type:
POKE 16388, 0
POKE 16389, 68
This should set the RAMtop to that of a 1k machine.

UPGRADE UPDATE

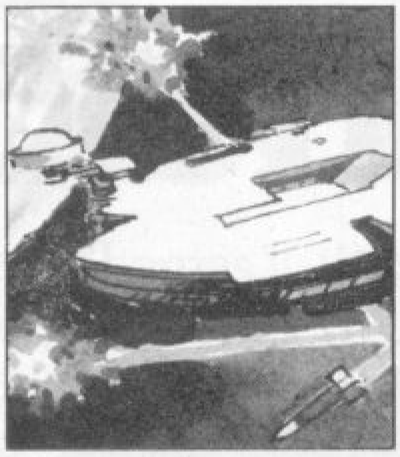
Dear Sir,
I have an Atari 400 computer. At the moment I am thinking about upgrading it to 48k using a RAMcard. Please could you tell me where the best upgrade is available from. Also would a 48k Atari 400 be able to run the same things as a 48k Atari 800, for example disc drives etc?
Steven Hurst,
Bolton,
Lancs.

Editors reply: Calisto Computers of Manchester and Maplin offer 48k upgrades for the Atari 400 for around £100. Yes, it is possible to use the disc drive and other peripherals on the expanded Atari 400.

RULES OF COPYRIGHT

Dear Sir,
I am an amateur software writer who has written a few games for the Vic-20 computer. I had hoped to have one of these sold, but I am unable to find any information on copyright laws in my local reference library, and I haven't found any information in any of the popular computer magazines. Please could you help me by telling me how I should go about copyrighting my program, and how to sell it.
P. Murphy
Cowbridge
S. Glamorgan

Editor's reply: Your best bet is to get in touch with the Computer Retailers Association, Mr. Murphy. They have just drawn up a statement on copyright and associated matters — too long to print in full here! The CRA's address is 1, Buckhurst Road, Bexhill on Sea, East Sussex.



SECRETS OF THE ATARI

Dear Sir,
Recently I purchased an Atari 400 computer and after reading through the books provided, I was somewhat put out that there were no instructions how to program moving items across the screen as in Space Invaders, Asteroids, Missile Command and the walking figures as in Berserk, and Robot Attack.

How do you program a missile to fire across or down the screen? Preferably I would like these things in GR.5 or GR.7.
C. R. Underwood,
Whitstable,
Kent.

Editors reply: If you would like to know about player-missile graphics and other "secrets" about Atari computers, I would recommend reading "De-Re Atari" available at most dealers. The Assembler cartridge for the Atari is not sufficiently documented for the beginner, but there is "The Atari Assembler Book" which you could buy. To look at the Atari clock, try peeking the addresses 18, 19 and 20.

COMMODORE QUESTIONS

Dear Sir,
Congratulations on the tremendous magazine. I am seriously thinking of buying the Commodore 64 and would like to ask a few questions. What is Basic 2 like? Is it easy to use? Does it have any drawbacks? Does any other micro use it? Can it use other languages, eg. Pilot?
Ewan Watson,
Perthshire,
Scotland.

Editors reply: In answer to your questions Ewan, Basic 2 is like Standard Commodore Basic, as on early PET's and the Vic-20. Yes, it is easy to use but its garbage collection is rather slow. The 64 can also run Comal, Pilot, Logo and Prolog.

COMPUTING ON WHEELS!

Dear Sir,
I thought you might like to see a clipping out of a local paper which is distributed weekly in my area. It appeared in the advertisements column, and made me laugh:

> SUZUKI ZX81 16K PLUS GAMES including Flight Simulation, Mazogs and Chess, still boxed, cost £110, sell for £80

Steve Cattel,
Cannock,
Staffs.

Editors reply: Perhaps Uncle Clive is moving into motorcycles as well as futuristic cars! It made us laugh too . . .

DON'T FADE AWAY . . . !

Dear Sir,
I have recently splashed out on a Spectrum 48k computer, with which I am very pleased except for one minor problem. I have had the computer about two months now and the red characters on the keyboard are just starting to show signs of fading. At the moment it's not too serious but will this get any worse and if so what can be done about it? Is this a common fault?
Stephen Brown,
Stroud,
Glous.

Editors reply: I'm afraid that this does happen quite frequently, Stephen, and so far we've not discovered a solution. Perhaps someone out there has a few ideas?

SUPPORT THE DRAGON!

Dear Sir,
As a regular reader of your magazine. I am writing to appeal to the software companies to support the Dragon 32.

It's an all British computer, made in Britain.

I know it has its drawbacks but in the main it does a good job and is value for money.
Ron Ellis,
Beckenham,
Kent.



Chances are, we
your new Ac

If you're itching to get your fingers on this long-awaited computer, your best bet is to find a major branch of W. H. Smith, because we're the only major store that stocks it.

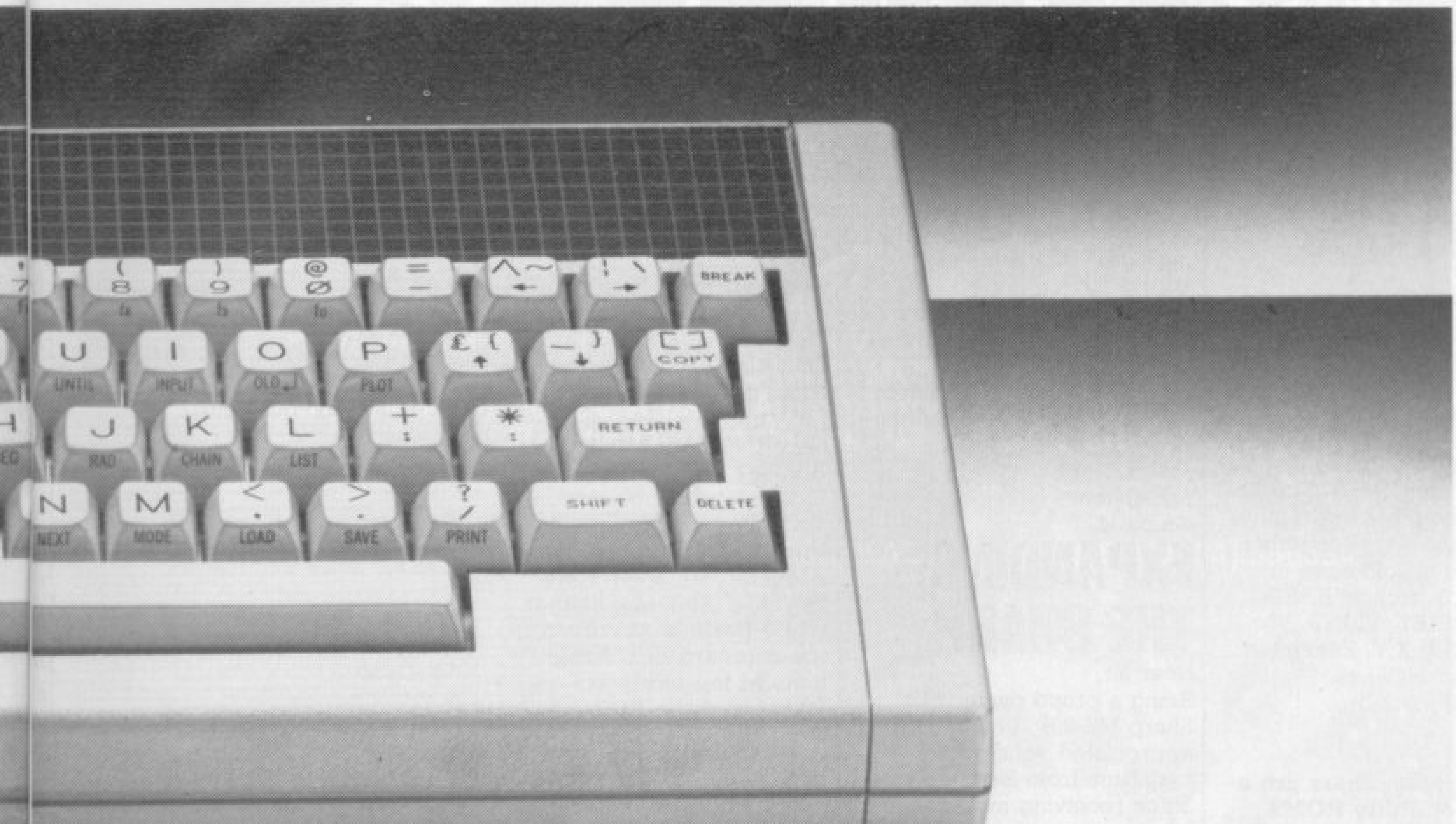
Of course it's not surprising that it's proving to be so popular.

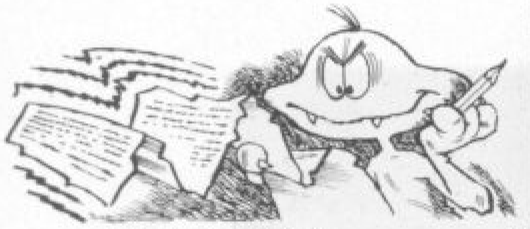


A selection from the range of Acorn Electron software.

It speaks BBC Basic. Its 56 key electric typewriter style keyboard is robustly constructed with a good solid feel.

The Electron provides seven different display modes from high resolution graphics necessary in games, to a full eighty columns of text


BREAK
COPY
RETURN
SHIFT
DELETE
UNTIL
INPUT
PLOT
CHAIN
LIST
NEXT
MODE
LOAD
SAVE
PRINT



MAILBAG



ATOMIC QUESTIONS

Dear Sir,
The games you print for the Acorn Atom are all excellent, please print more hi-res games.

I was wondering if you could tell me of any companies that make chips for extra commands. The BBC chip is good, but you cannot mix the two basics together. The chips should have commands such as READ, DATA, INKEY, PRINT AT/PRINT TAB, X,Y, Renumber and Sound facilities.

A. S. Randhawa
Telford,
Salop.

Editor's reply: There are a number of utility ROMs available for the Atom. The latest I have seen advertised is by Watford Electronics. This has READ, DATA and a "BBC like" keyboard scanner routine. It also has many other facilities such as a Disassembler, fast tape interface, memory dump commands etc. Other similar ROMs are produced by Program Power and A & F Software.

PRAISE FOR C-TECH. . .

Dear Sir,
Re the C-Tech Krazy Kong controversy. Upon perusing your piece in September's *C&VG* I decided to take the company up on their offer of a replacement tape.

Investing in a few stamps I bunged the awful item into Her Majesty's Package Pulverizer (sometimes known as the Royal Mail) and awaited results. In less than a week a new tape popped through the letterbox, bounced off the mat and landed in the cassette player.

The game I received is called Rocket Raiders and is for either the 16 or 48k Spectrum. As I own a 48k Spectrum and all my software is of that ilk, this is my first 16k program.

The game is a cross between Defender and Scramble and after loading first time I found it very playable and excellent to look at.

My thanks have already gone to C-Tech and I feel it important that someone should have a letter published (if others agree with me) to compliment the company on their fast efficient no quibble service. My faith in the M.C.P. of the Universe is restored.

John O'Neill,
Livingstone,
Scotland.

EXPANDING THE SHARP

Dear Sir,
Being a proud owner of a Sharp MZ-80k, I have appreciated your superb magazine from issue one. Since receiving my computer, I have some questions about its expandability.

Why can't I define my own graphics on my machine but can on a Vic or Spectrum?

What are the advantages of an Assembler over machine code?

Can I link up any other printers of disc drives to my machine other than those issued by Sharp?

Steve Gannon,
Todmorden,
Lancs.

Editor's reply: You can't define your own graphics on the MZ-80k as it does not have user definable graphics. To get it you would have to buy the Quantum Hi-Res Graphics System.

It is easier to write and debug Assembler, and yes you can use other disc drives, but you have to buy interfaces.

LOOKING FOR THE ROMS

Dear Sir,
I own a 12k Acorn Atom and hope to get the BBC Basic ROM. If, once I get the chips and add memory to the Atom to give it 32k, will it be in effect a Model B in Atom casing? Will I be able to use the hi-res MODE Ø of the Beeb and use the sophisticated four-channel SOUND command?

Most important, will BBC software be loadable direct from cassette without being slowed down to 300 bits-per-second? Would I (in BBC mode) be able to play games like Acornsoft's Snapper, Defender and Monsters and Program Power's Swoop etc? Or if the full graphics are unavailable, could I swap the Atom graphics chip for the BBC one?

Gareth Randall,
Hockley,
Essex.

Editor's reply: Unfortunately, the BBC board for the Atom is only a software upgrade. This means that while Basic is improved to the standard BBC Basic none of the hardware features of the BBC computer are available.

Therefore the Atom will still have a maximum resolution of 256 × 192 in black and white. The SOUND command cannot be used on the Atom to produce the BBC type sound effects.

The cassette interface works at 300 baud, and the data format is slightly different to that of the BBC making transfer of programs between the BBC and Atom difficult.

Because of all the differences between the two systems, standard BBC software would not work on the Atom unless written in Basic.

Some of the BBC graphics system is controlled by the ULA chip which is not available commercially.

STICKS FOR THE COLECO

Dear Sir
On hearing your video gaming reviewer cry for "a decent joystick" for the Colecovision, may I please inform you that any Atari compatible joystick will work with the Coleco. Simply do the following:
Unplug Coleco controller from joystick port no. 1
Plug in an Atari compatible joystick
Make game selection using Coleco controller No. 2, (still plugged into joystick port 2).

David Cappin,
Eastbourne,
Sussex.

ANY PORT FOR ATOM!

Dear Sir,
I am a regular and avid reader of *C&VG* and have been the owner of an Acorn Atom since Christmas 1981. Unfortunately the manual supplied is rather lacking in information to do with the ports B001 and B002. I would be obliged if you could tell me about a book which could give me more information about the aforementioned ports.

R. D. Melville,
Co. Down,
N. Ireland.

Editor's reply: One book I know of that contains details of the Atom ports is the Atom Magic Book by Timedata. This contains details of the ports at B000, B001 and B002. It also contains useful information on the VIA and various zero-page and ROM addresses useful for machine-code programming.

Basically, the ports at B000 to B002 are used by the keyboard, cassette I/O and controls the graphics mode. The circuit diagram should help with decoding the functions of each bit, since PA_0 to PA_7 are at B000, PB_0 to PB_7 are at B001 and PC_0 to PC_7 are at B002. These should be marked on the circuit diagram.

The 7445 chip is a binary to decimal converter, so that when a binary input is applied to it, only one output goes low. This is used for selecting the correct row of keys to be read. The column is read using port B (at B001). e.g. to read the "H" key, then the following Basic line would be used.

?#B000 = 9;IF?#B001&16 = 0THEN. . .

Note that nits 4 to 7 of part A are used to control graphics, so the above line would reset the Atom to text mode.

To leave the Atom in graphics mode, the '9' should be replaced by '#×9' where 'X' can be found by referring to page 88 of the manual. We hope that helps you Mr. Melville!



MORE THAN JUST A GAME...

Chosen from the most successful arcade games presently played in the States. No-one else can claim that.

Every single game has up to 4 skill levels for 1 to 2 players plus multiple screens.

So even know-all game wizards are in for some hairy experiences.

There are Donkey Kong, Zaxxon, Smurf, Cosmic Avenger, Carnival, Venture, Wizard of Wor, Gorf, Mousetrap and Ladybug. All demonly difficult. Definitely



Expansion Module No. 2 with Turbo™ cartridge.

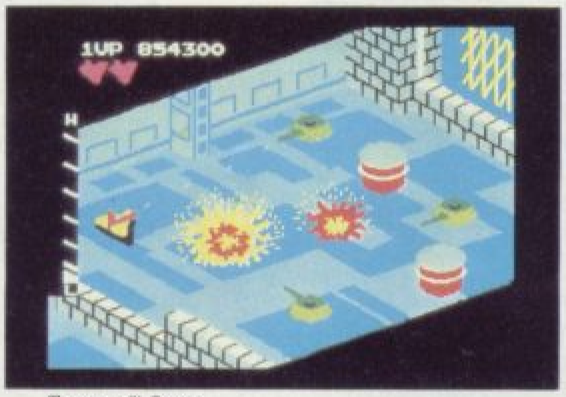
not for those with dodgy digits or weedy reactions.

More control at hand.

The CBS ColecoVision hand controls are also specially designed to complement the games.

They give you full control over your game play with 8 direction joy stick, push button keyboard and two independent fire/action buttons.

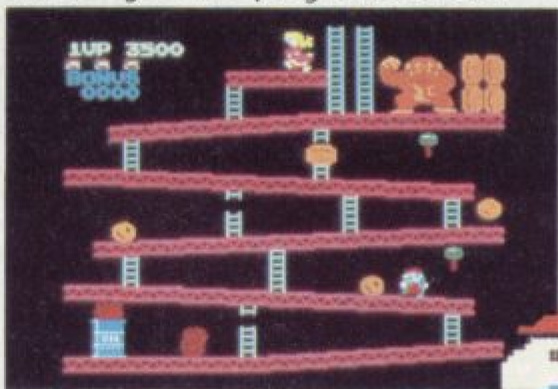
And more. The unique CBS ColecoVision Expansion



Zaxxon™ Sega.

Module Interface allows you to expand the use of your console and keep it right up to date with the latest developments.

Expansion Module No. 1 allows you to play the entire



Donkey Kong™ Nintendo.



library of Atari VCS cartridges.

Expansion Module No. 2 is a fully functional driving unit which includes steering wheel, dashboard and accelerator pedal.



Smurf™
Gargamel's Castle. Peyo.



It comes with the Turbo video game cartridge for exciting high speed racing.

And Expansion Module No. 3 (soon to be launched) will turn your CBS ColecoVision console into an advanced home computer, so you can tackle anything from maths homework upwards.

Whichever way you look at it, CBS ColecoVision is simply the most advanced video games computer system you can lay your hands on. On this planet, certainly.

So go and try one out at your nearest video games dealer.

IN VIDEO GAME COMPUTER SYSTEMS.

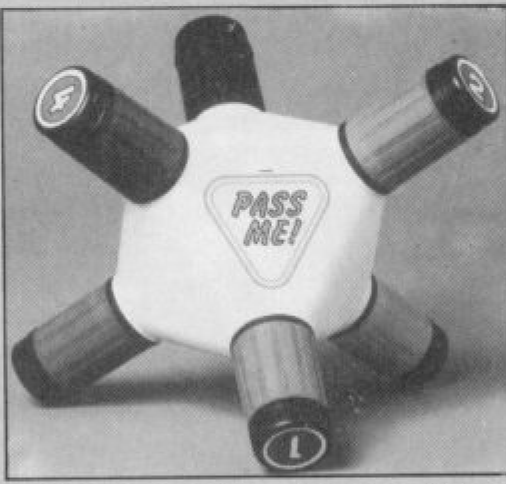


OUR PUZZLING PRIZES AND WINNERS

It may look a bit odd — but it's a lot of fun to have around. What is it? A Pass-Me that's what! And what's a Pass-Me when it's at home, I hear you ask. Well, it's a game that will test your skills of response and deduction to the full — and it talks too!

Pass-Me is a bit like those Simon games — except instead of flashing lights it has a voice and numbered handles.

The games you can play with a Pass-Me are many and varied. Too varied to explain here in full! But they will keep you and your friends guessing for hours on end. Just the thing for Christmas parties. You won't be able to pass up a Pass-Me!



Just turn to our competition pages and solve Trevor's latest brain twister, send in your answer and a Pass-Me could be yours. Don't forget we've got five to give away — so enter today!

PARDON? WHAT DID YOU SAY!

Well, just what is the inflatable sea-horse saying to the barman? And what joke is the great green alien telling to his friends at the table? And what is the little brown chap with the teddy-bear thinking? Have you got any ideas? Then why not let us know about them! What are we talking about? Read on . . .

You may have already noticed something extra in this issue. If not just give your copy a good shake and the *Computer and Video Games 1984* calendar will fall out at your feet. It's a giant technicolour masterpiece created by artist Ross Collins. And we've come up with a competition to go along with it.

Once you've studied the many and varied alien beings gathered in a place of entertainment that is literally out of this world, why not try and think up a witty one line caption for one of the conversations going on in this bar at the end of the universe?

Keep your captions short and sweet — but if you think of more than one jot the others down too. All we ask is that you cut out the picture and the coupon together and send it in to Calendar Competition, *Computer and Video Games,* Durrant House, 8 Herbal Hill, London EC1R 5EJ.

There's six *Computer and Video Games* "The Champ" t-shirts for the six best captions chosen by the *C&VG* panel. We'll be judging the contest on November 16th. If you don't want to spoil your copy by cutting the coupon out take a photocopy of the page and send us that.



YOUR CAPTION . . . .

. . . .

. . . .

NAME . . . .

ADDRESS . . . .

. . . .

. . . .

T-SHIRT SIZE . . . . Small/Medium/Large.

PUZZLERS COMPUTE SOLUTION

The competition produced a splendid crop of entries and included some well written computer programs. One or two high scoring readers failed to absorb the small print and either used a digit more than twice or scored points for factors greater than 99.

There were eight top score entries who spotted, as did young Stubbs at school, that the six numbers did not have to be different. So, by finding the three highest scoring numbers, which had three different digits each, using each number twice produced the desired result.

Commiserations to those who scored high but were not lucky in the draw from the postbag.

COMPUTATION PUZZLE WINNERS

James Wright, 22 Colt Hill Crescent, Milltimber, Aberdeen AB1 0EF. Mr M. Fisher, 9 Stratford Way, Marston Moreteyne, Bedford MK43 0CJ. Alan Northcott, Rushmoor, 464 Reading Road, Winnersh, Wokingham, Berkshire RH11 5ET.

£5,000 FOR PROGRAMS

There's still a chance to enter our grand £5,000 programming challenge. Just in case you've been living in a space station for the past few months this competition gives YOU the chance to win £5,000 in good honest cash.

The prize is on offer from Calisto Software of Birmingham, who are on the look out for bright young programming talents. Calisto is also keen to expand the number of machines it produces software for — and keen to use home-grown talent to do it instead of shipping in games from the States.

Don't be afraid to enter your programs — you don't need to be a professional programmer to come up with good original games ideas. All you need is a good imagination and the ability to convert those ideas into program form.

If you are going to polish up one of your previous efforts, then why not send it quickly and get started on another program. You can enter as many programs as you like as long as each comes with an entry form cut from the magazine.

But there's a chance for everyone to be a winner in this competition as Calisto will be giving out software contracts to the designers of games they want to market.

So even if you don't end up £5,000

LAST CHANCE TO VOTE!

This is your last chance to nominate your favourite game for a Golden Joystick Award!

Software companies all over the country are going for gold with the help of you, the readers of *Computer and Video Games*.

Do you have a favourite games program that you'd like to see get an Oscar? Or is there a software company you'd like to reward for good customer service?

We've decided that the best of British software houses deserved some recognition after a hard and extremely competitive year which has seen the standards of games software rising fast.

We are sponsoring five Golden Joystick Awards which we hope will be come the UK Oscars of games programming.

This is your chance to nominate a company which has given good service or earn recognition for the game which has given the most pleasure in the last nine months. Our five categories are:

- Best Arcade-style Game.
- Best Strategy Game.
- Best Original Game Idea.
- Software House of the Year.
- Game of the Year.

Initially we are leaving the judging up to you and want you to tell us your nominations in any or all of the categories.

The title Software House of the Year is open to distributors of overseas software, but for the rest, we are looking for British-based games programmers.

Cut out the form below and make your vote for gaming quality count. Send it to: The Golden Joysticks, *Computer & Video Games*, Durrant House, Herbal Hill, London EC1R 5JB.

Please accept the following nominations for the Golden Joystick Awards.
(BLOCK CAPITALS PLEASE)

1) Best Arcade Type Game: ....
By (Software house): ....

2) Best Strategy Game: ....
By: ....

3) Best Original Game: ....
By: ....

4) Software House of the year: ....

5) Game of the year: ....
By: ....

Name: ....

Address: ....

....

GET YOUR FREE GAMES

Look — we've still got 20 FREE Imagine tapes to give away to anyone with a 48k Spectrum. All you have to do is rush us your name and address on a postcard please, to our office and the first 20 names out of the *C&VG* memory bin will get a copy of Imagine's Zip Zap, an all action robot shoot out. This time we're not putting a city limit on the free game offer. So wherever you live you could be in with a chance of claiming a Zip Zap — you just have to be quick off the mark with your postcards. We'll be choosing the lucky 20 on November 16th. So don't delay, post your card today to: Free Games, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5 EJ.

richer straight away, you could still find the royalties rolling in if you become part of Calisto's team of software writers.

You can enter on any popular microcomputer and all cassettes will be tested by Calisto's team of judges.

If your program comes out on top you'll be presented with a cheque for £5,000 at a special ceremony at a time and venue yet to be arranged.

To enter, simply fill in the form below and attach it to a cassette of the game. Make sure you fill in all the details about yourself and your game on the form.

If the game instructions are not included on the cassette itself, then add them on a separate piece of paper but please ensure that your name and address are included on every part of your entry.

Perhaps you are a keen programmer who has not yet turned his hand to games, then you can enter any kind of program and Calisto will test it out.

The winner will be the reader who comes up with the best commercial program, and Calisto will also pay royalties on all copies sold. Remember all published entries will be given a software contract, possibly worth a lot of money.

The judging time is limited so get your entry in as quickly as possible but be sure that your program is properly polished first, to give yourself a good chance of coming away £5,000 richer.

The entries must be sent to: £5,000 Program, Calisto Software, 119 John Bright Street, Birmingham B1 1BE.

If you like you can also send your entries to us at the *C&VG* office and we'll forward them to Calisto. But get cracking, the competition **must** close on November 16th. The winner will be announced in our first issue of the New Year.

All entries will be the property of Calisto Software and the entrants wili assign all rights, patents and privileges of their game to Calisto.

No employees of *Computer & Video Games*, Calisto, or their relatives, will be eligible to enter the competition.

All entries must be sent in with an original coupon from *Computer & Video Games* — NOT A COPY.

The judge's decision is final and no correspondence can be entered into.

You can enter any number of programs as long as each is sent in with a form from *Computer & Video Games*. Winners will be notified before December 30th.

Please enter this program in the £5,000 program competition

Program name: ....

Machine: .... Model: ....

Number of K needed to run it: .... K

Other equipment needed to run it: ....

Author's name: ....

Address: ....

....

Telephone No: ....

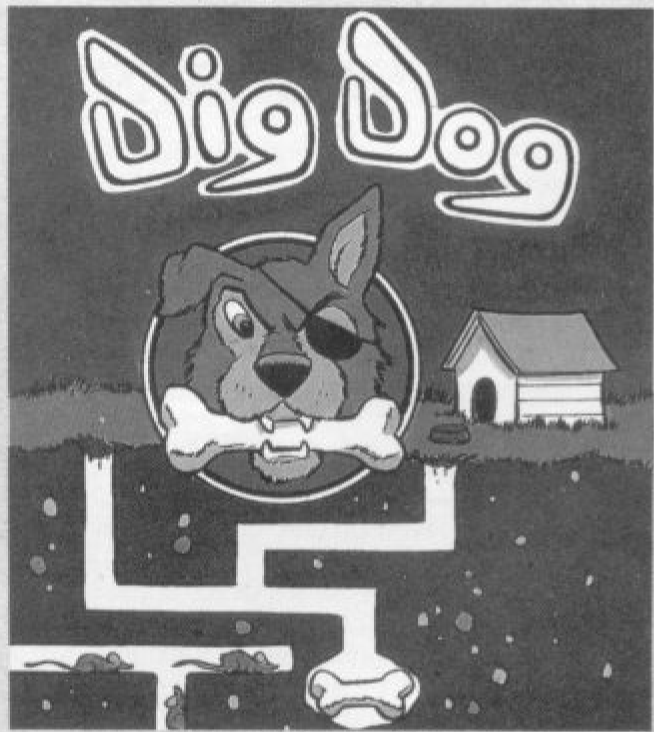


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COMPETITION COMPETITION COMPET

FANCY WINNING A CHESS COMPUTER?

This is the amazing *Ambassador* chess computer from the CONCHESS range produced by Contemporary Chess Computers. Doesn't look much like a computer, I hear you say. Don't be fooled! This elegant design houses a powerful machine — which unlike any other is fully expandable.

Yes, you can actually upgrade the chips and the Chess cartridge to keep up with the state of the art in the rapidly developing world of Chess computers.

The *Ambassador* has 10 skill levels — from beginner to expert and also has two analysis levels useful if you play correspondence Chess or for solving Chess problems.

The *Ambassador* is extremely easy to use. The pieces are moved in the conventional manner on the board. There is no keyboard to type in moves on, or tiny screen to squint at — all of which enhances play.

The board registers each move using its automatic sensory capabilities. All this and it looks attractive too with the classic Chess board design in inlaid mahogany and rosewood.

And all this can be yours if you win our latest competition! Simply read the details below and start planning your next move.



Illustration by Debbie Cook

"Curious, isn't it," said Alice. "What is?" barked the Red Queen irritably. "These computer things," replied Alice, "It seems that these days young people don't go adventuring through the Looking Glass like I did, but use these micro-computers instead." "Rubbish!" shouted the Red Queen, you know micro-computers don't really exist. They are just a figment of the White Knight's imagination!"

"It must be interesting to go through a computer screen," Alice continued unruffled by the Red Queen's outburst. "I wonder what Computerland looks like?" she added with a wistful look in her eye. "Be quiet girl!" the Red Queen was obviously getting annoyed. "Eat your dry biscuit!" Alice stood up and strode away from the blustering Queen. "Where are you going!" the Red Queen shouted after her. "To find the White Knight," Alice said forcefully, "I want to find out all about these micro-computer things!"

While Alice is off discovering the magical world of micro's we've got a little task for you too. And you could win a Chess computer!

Can you dream up an adventure game based on the theme of the Chess board — just like Lewis Caroll did in his second Alice adventure *Through the Looking Glass*?

What we'd like you to do is to look at your Chess board and imagine that it has been transformed into a magical land.

Dream up some characters to inhabit your Chess-board world, and a hero to move through it. Perhaps he's searching for a lost treasure or an imprisoned princess — or on a quest to destroy all evil on the board world. Use the standard moves for chess pieces as a basis for moving your characters about in Chess-world — or dream up some new moves of your own! All that we require is that you use the chequered board as the basis for your imagination to work on.

We'd like you to attempt to write a listing for your Adventure if you can — but it's not essential. If you like you can simply give us an idea, backed up with diagrams and documentation of how your game would work on a micro. And if you don't feel like writing an Adventure why not have a go at creating a graphic video-style game based on a Chess theme?

The winner will receive an *Ambassador* Chess Computer from Contemporary Chess Computers, details of this amazing prize can be found elsewhere on this page. Runners-up will get Chess software for their computers. So don't forget to let us know what micro you own. The coupon below should accompany your entry.

As this is quite a complicated task we're giving you three months to come up with a great idea and send it to us. So you've got until January 16th 1984 to get your idea to us. Address your entries to Chess Competition, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. The usual competition rules apply and the editor's decision is, as always, final!

Please enter my game in the C&VG/Contemporary Chess Computers Competition

Name ....

Address ....

....

Telephone number ....

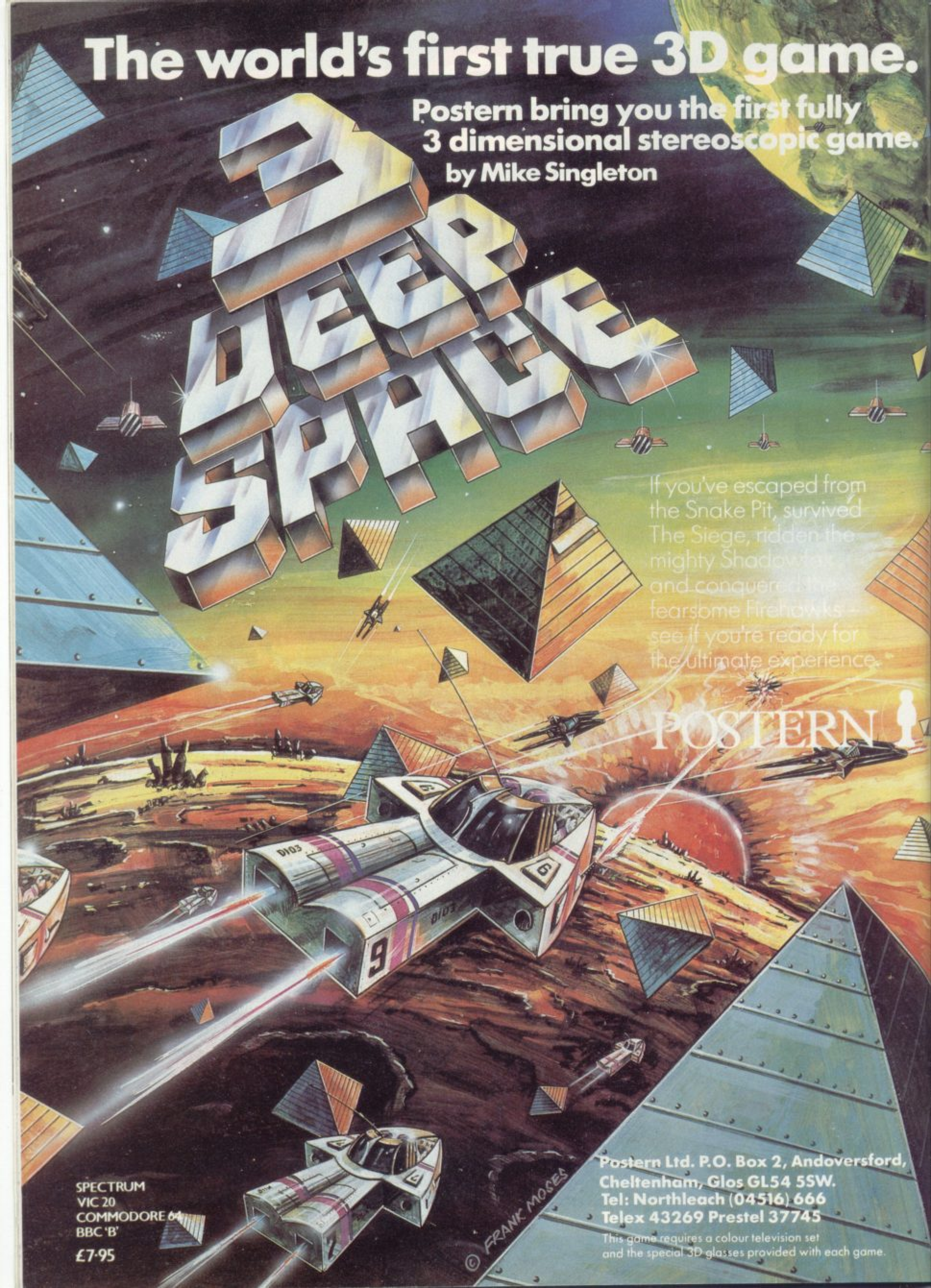
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Type of Game/video-style or Adventure ....

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Don't buy a T.V. game! Buy an Atari 400 personal computer and a game cartridge and that's all you'll need. Later on you can buy the Basic Programming cartridge (£35) and try your hand at programming using the easy to learn BASIC language. Or if you are interested in business applications, you can buy the Atari 800 + Disk Drive + Printer together with a selection of business packages.

Silica Shop have put together a full catalogue and price list giving details of all the peripherals as well as the extensive range of software that is now available for the Atari 400/800. The Atari is now one of the best supported personal computers. Send NOW for Silica Shop's catalogue and price list as well as details on our users club.

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(CVG 1183 Computer & Video Games November 1983)

G·A·M·E·S N·E·W·S



THIS GAME IS ALL GREEK TO US!

GORGON

The scene is Ancient Greece. You are Spectrasses, a local hero of the time. Grang, an ugly ruffian, has stolen a golden chalice from the sacred temple belonging to your home town.

This chalice was entrusted to the people by the Gods for safe keeping, but because the townsfolk got lazy, Grang was able to steal the chalice.

The Gods have, of course, become very angry and have commanded the sea to rise until the town is flooded — unless the chalice is returned to the temple.

You know that Grang has gone to his secret cave underneath a ruined temple. This temple is guarded by Grang's friend the Gorgon, whose stare will turn you to stone.

There are two parts to this game, written by Barry Cornhill, a new author. The first is the contest in the arena with Gorgon, where you manipulate your shield to reflect back the Gorgon's deadly stare.

The shield is heavy and has to be put down at intervals, thus giving Gorgon his chance to zap you.

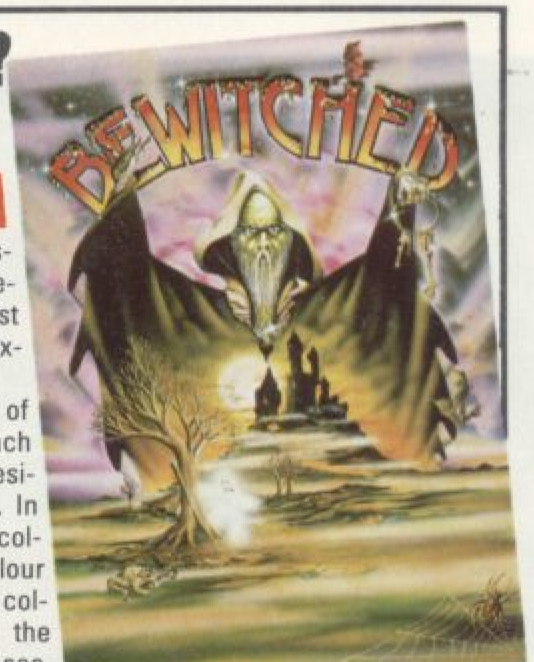
There are three skill levels to the game — (Doddle!, Heroic, and Super-heroic — and the difficulty increases accordingly. All the while the sea keeps on rising, so that it is also a race against time.

The second part of the game is the sword fight with Grang, assuming that you get this far. You can parry, thrust, advance or retreat and the hits scored for either side are registered with signal lights as are the number of hits still required to win.

The game comes from Phipps Associates of Ewell, Surrey and runs on the 48k Spectrum. It is priced at £4.95.

CONFUSED? TRY THIS!

BEWITCHED



Unlock the doors to discover the mystery of Bewitched, Imagine's latest offering for the unexpanded Vic.

There are 20 sections of a maze and lurking in each one are the traditional resident ghosts and ghouls. In each maze are four coloured doors, each colour corresponding to four coloured keys hanging at the very top of the screen in section one.

You take the part of a key — whose job is to travel to the twentieth section of the maze unlocking the door to each new section on the way.

To open the doors you have to guide your key to the four other keys at the top of the screen and select a colour. Your key will then take on this colour and you can move off to try the door. If it is a dud, make your way back to the top and chose another one.

This may sound easy but there is an added hazard. Ghosts which try their best to capture you! In section two of the maze you will find not one ghost but two and so on throughout the game.

Bewitched is written in machine code for the unexpanded Vic and is controlled by either joystick or keyboard, available from Liverpool-based Imagine Software at £5.50.



FIRST CLASS POST — WITH A DIFFERENCE!

PERILOUS POST

Frustrated motorists everywhere can now get their own back on that scourge of the highways, Traffic Wardens.

Perilous Post a new games release from Impact Software lets you become a mad Postman intent on delivering the mail at any price.

You drive your van across a railway line avoiding passing trains and then cross a river by carefully guiding your mail van onto one of the waiting ferryboats.

Once across the river you are faced with a maze consisting of streets of houses awaiting delivery of the parcels in your care.

But there is a slight problem. Patrolling Traffic Wardens! You must avoid the wardens until you have posted sufficient parcels. Then you get your chance to run the Wardens over in your van — and you won't even get a ticket.

The game runs on an unexpanded Vic-20 and has full colour graphics. Perilous Post is available from the Edinburgh-based company Impact Software in early October and will retail at £6.50.

As your childr
so can your



600XL Home Computer.

If you're buying a home computer then you've probably got one major worry. That your children will soon grow out of the system you buy.

With the new ATARI 600XL™ you need have no such fear. Because the ATARI 600XL was not just designed as a home computer, it's designed to build into a complete computer system.

As your children's knowledge of computers increases, so can their home computer, simply by adding any of these extras which will be available soon.

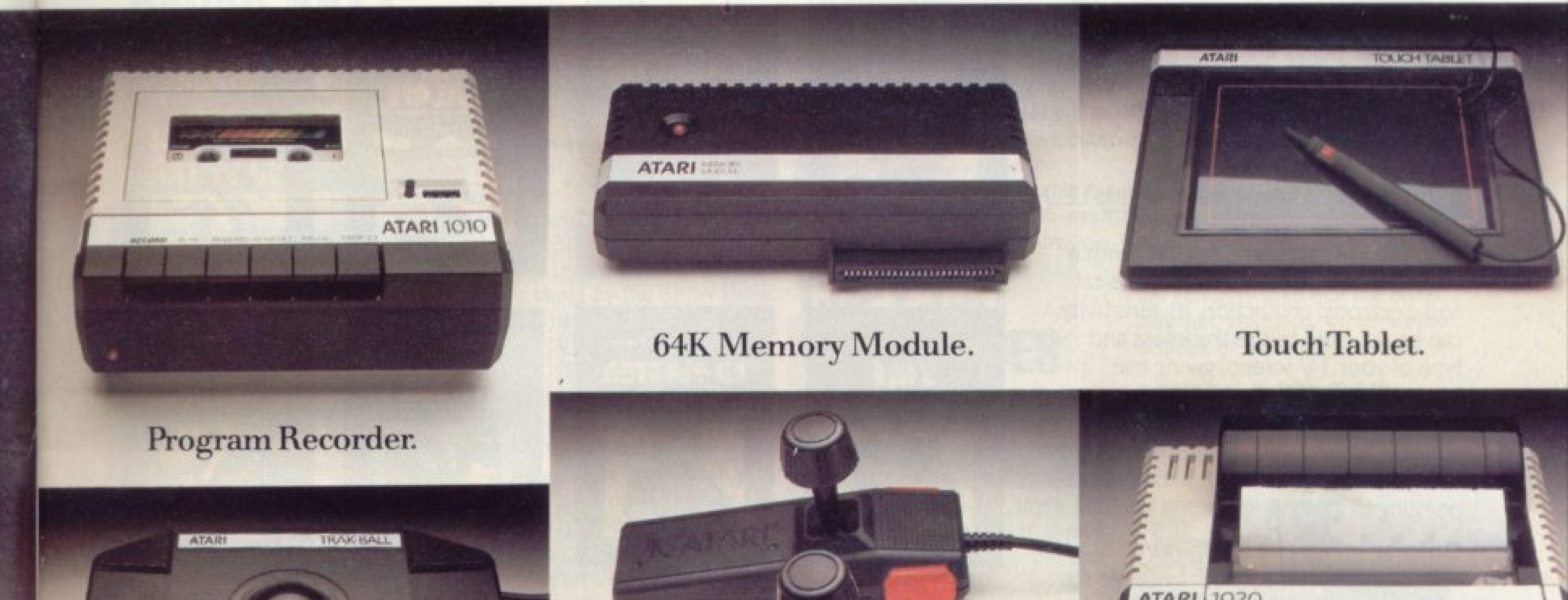
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80-Column Dot Matrix Printer. This is for more complex applications with fast telex style print-outs.

Letter Quality Printer. Changes your computer into a sophisticated word processor, producing as many top quality prints as you want.

Of course, you won't need them all now. Your children have first got to learn to master the computer itself. But when they have, and believe us they will, the ATARI 600XL can handle it.

For more details write to: Atari International (UK) Inc., P.O. Box 407, Blackhorse Road, London SE8 5JH.

The new Atari XL home computer system.

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The RH lightpen is compact, little bigger than a felt-tip. It is versatile, with a sophisticated microswitch at its point which responds to the slightest pressure, and an LED lamp at the user's end to indicate data transmission. Both microswitch and LED are fully programmable.

The RH lightpen is reliable, with a rugged metal case to provide physical and electronic protection. Its sensitivity can be adjusted to the thickness and type of your TV screen, giving the highest levels of accuracy.

With the lightpen connected to your BBC Micro you can draw lines on the screen, or give commands simply by pointing to a menu.

Colour-graphic software

This additional software is available so that all the colours of the BBC Micro's palette are available at the tip of your pen. Complex graphics can be created in minutes.

Art-fun software

This program is guaranteed to bring out the artist in you. It provides inspiration for users of the lightpen and provides full interaction between pen and screen.

Lightpen £45.95
40 track disc version of lightpen software £5.95
Colour-graphic software (tape) £9.95
Art-fun software (tape) £9.95



Optimus Graphic Design, Cambridge



RH Electronics has a whole series of excellent software for the BBC Microcomputer Model B. For games, business and education, they will be highly valued by any BBC Micro owner.

Plegaron People Eaters £8.95
Stop the Plegarons' path of destruction by walling them in. A game of skill (nine levels) and cunning.

Galactic Wipeout £8.95
Fight off alien attackers and meteor showers as you transport the survivors of the human race to a new planet.

Ski Slalom £8.95
Guide the skier through the 40 gate course avoiding deadly ice and landsliding snowballs.

Viper £8.95
Guide the snake around its electric cage devouring as much food as you can. Avoid touching the electrified walls, swallowing unsavoury food or causing the snake to eat its own tail.

3 in 1 (A) £7.50
This set of three games for the younger enthusiast includes: Task Force – a strategic battle of sea and air; Demolish – blast your way to freedom avoiding radioactive fall-out and falling masonry as you go; Cosmos – where you have to defend the earth from an invading battle fleet.

Ed-master £12.95
This program uses the quiz format combining the element of fun with educational teaching. 160 questions may be programmed by the teacher, divided into eight subject areas of 20 questions each. Questions and answers can be changed as often as you wish. The computer will tell the pupil whether he or she has the correct answer or not, but cheating is prevented as pupils cannot access the program to find out the correct answers. The scores of up to 40 pupils are stored in the quiz memory and are easily recalled for comparison.

Snail Trail £4.95
Help the snail escape from the maze he's fallen into before he starves to death. There are two skill levels to this cassette.

Database £12.95
A cassette for the business or home. It enables you to file, sort and access a great number of items such as diary entries, addresses, telephone numbers, accounts or other information.

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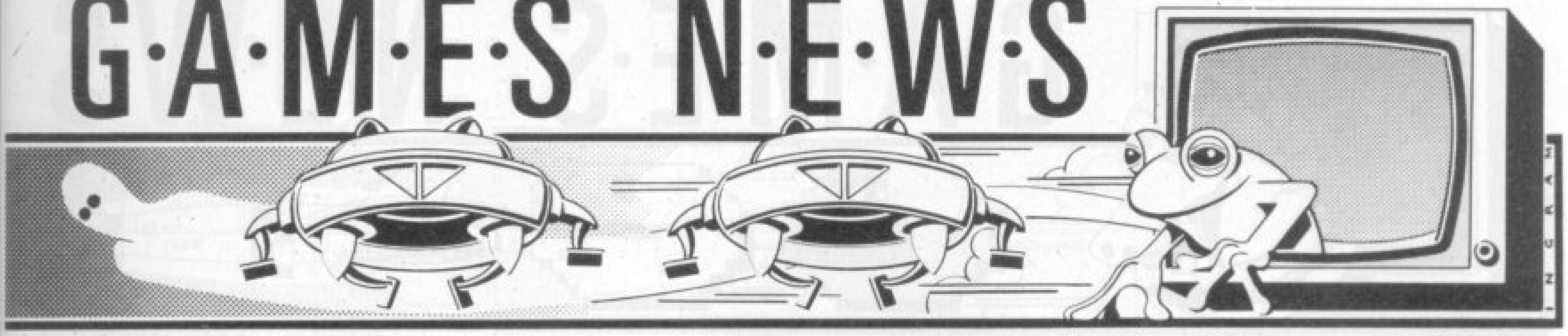
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G·A·M·E·S N·E·W·S



RADAR RATS CHASE THE CATS

RAT RACE

Radar Rat Race turns the tables on the cats. The rats are out to get them in this new game. You are the cat searching for ten cheeses hidden in a large maze.

Radar shows you the hidden cheese and the positions of the enemy rats.

As the game progresses the number of rats multiplies and just to make things even more difficult there are also a scruffy band of alley cats dotted around the maze who are waiting to pounce.

The odds aren't entirely stacked against you though as there are clouds of magic stars that confuse the rats and gives the cat more chance to find those cheeses.

Radar Rat Race is in the shops now at £9.99 in cartridge form for the Commodore 64.

SIX OF THE BEST FROM ARCADES

KILLER KONG

Six new hi-res colour graphics games are just out for the Spectrum from Blaby.

The first is Killer Kong a version of the arcade favourite. It includes two hi-res screens with the usual features. You may also collect extra points by jumping up and snatching hamburgers!

Next comes a game called High Rise Harry (48k). You are Harry and you have the job of rust-proofing iron girders that are patrolled by Rust Bugs. It includes three different screens and levels.

Barmy Burgers is the title of the third game, a version of a *C&VG* favourite, Burger Time. The object of the game is to guide your Chef across all the ingredients to make up a super half pounder burger before the two sausages or fried egg catch you! You do have a helpful weapon — five sprinkles of pepper — which immobilises the furious food chasers.

In Do Do you have to avoid getting stung by the Snow Bees. Sounds like Pengo to me — another *C&VG* favourite. You, the Penguin, slide ice blocks at the Snow Bees, but watch out they have long sharp stings which can shatter the ice.

You carry an ace under your wing, as you can electrify the side walls and kill any bees which happen to be lurking on it.

Right what's next? Lunar Lander? . . . not quite. Shuttle is the name of the game and the object is to guide your Shuttle-craft down to the surface of the planet Wexon and rescue the stranded patrol who's space ship has landed there. This must be done without colliding into the asteroid belt. Your mission ends when all of the stranded patrol have been rescued!

Last, but not least, comes Confusion. You are a pilot of a spacecraft lost in a maze of corridors in space (naturally!) Your object is to thrust up and down the centre of the corridors turning and shooting opposing ships which would otherwise collide and kill you.



You can obtain an extra bonus by entering an energy alley and collecting the pod, but get out as quickly as possible or you will be trapped by deadly missiles.

All six games are available for the 48k Spectrum at £5.95 each from Leicester-based Blaby.

COPY CAT TAPE POSES A PROBLEM

CLONE

Software piracy is a topic currently undergoing great discussion at the moment by the software houses.

Arch rivals like Bug Byte and Quicksilva have come together to discuss "common problems" and software piracy in particular.

One new release this month from Work Force software of Luton deliberately sets out to bring the issue into sharp focus. Called Clone its purpose is suggested in its name. "Clone will copy standard Spectrum tapes. Its purpose is to back up tapes purchased by the user", says a press release from Work Force.

What worries the software houses is that instead of using back up copies as genuine back up copies they can also quite easily be used to sell or lend to a third party.

In the press release sent to *Computer and Video Games* Work Force state that: "We have had the program available for some time but held back from releasing it.

It is sold with the following condition attached: "Clone is for the use of the purchaser only and it is to be used solely for the purpose of making back-up copies of the purchasers software. Clone must not be used to produce more than one copy of the software tape and the owner may not sell, hire, or otherwise dispose of the back-up copy."

NEW MUSIC WITH A MESSAGE . . .

MAINFRAME

Remember the band called *Mainframe* we told you about a few months back? They were the first group to feature computer graphics programs on their singles — before the major record companies cottoned on to the idea.

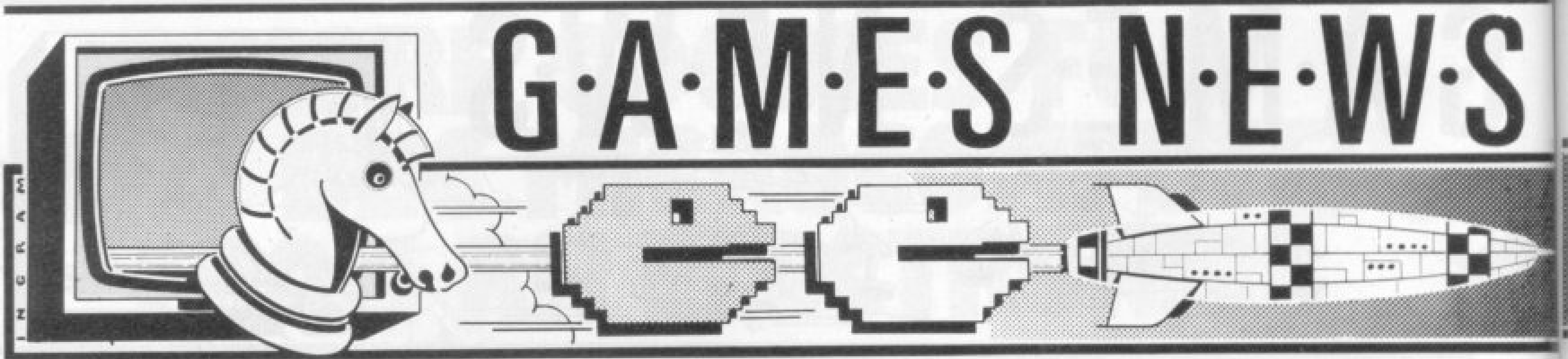
By simply plugging in your micro to your amplifier and loading up the program some interesting sound to light graphics appeared on your TV screen as the record played on your turntable.

Mainframe's new album, called *Tenants of the Lattice-work,* is what used to be called a concept album. In conjunction with the record the band are running a *Masquerade* type competition called The Quest — and the prize is an extremely valuable solid gold 'M'.

All you have to do is buy the LP, read the establishing story, listen to the music, study the record sleeve carefully and then answer the questions posed in a special questionnaire included with the record.

If you are interested in more information about Mainframe and The Quest why not write to MC² Records, 24 Missenden Drive, Hemel Hempstead, Hertfordshire.

G·A·M·E·S N·E·W·S



MOVING INTO THE BIG COUNTRY. . .

TEXAS

Texas Instruments have maintained a monopoly on the market for TI/99 cartridge based games — until now that is.

Audiogenic, the Reading based software company, have branched out into Texas country with four new games.

Audiogenic's initial range of games for this popular home computer includes St Nick, Cave Creatures, Rabbit Trail, Driving Demon and Hen House. The company says that the range will be expanded gradually. Full details of the games and prices will be announced shortly.

DAY IN THE LIFE OF SUPER-COP

SIREN CITY

This is a massive arcade graphics adventure which incorporates 25 pages of full scrolling hi-res colour graphics and sound.

You are a cop in Siren City and you are set different assignments on each of the ten consecutive levels.

The assignments include driving your police car through the city and dealing with the crime specified in the assignment.

As mentioned, the graphics are scrolling and incorporate roads, buildings, houses, bungalows, trees, railways, (complete with level crossings), other moving cars, opposing helicopters and dragsters, bill boards, an airport (with helicopter pad and planes), atomic bombs and clouds of poisonous gas . . . and much more!!

The player is provided with a full hard copy of the map which will be most essential for reference during the game.

Siren City is available from Interceptor Micros for the Commodore-64 computer (disc or cassette) at around £7.00.

Richard Jones at (Interceptor Micros) told *C&VG* that Siren City will be the biggest and most spectacular game to hit the CBM-64 yet! Well, lets wait and see . . . I mean drive!!

HUNT FOR THAT GOLD SUNDIAL

PIMANIA

Devotees of Pimania — that zany adventure game with a £6,000 prize in the shape of the Golden Sundial of Pi — will not need reminding that the trinket is yet far from being won.



Illustration: Jon Davis

For the uninitiated Pimania has taken on cult status amongst its participants as marriages, careers, and all other personal responsibilities quake before the all consuming obsession.

At the centre of all this discord is the enigmatic character himself — the Piman. His colleagues at Automata Cartography inform me that he receives an abundance of mail which due to the rules of the game and the Piman's extreme shyness he is unable to answer.

Letters like the one from the man who is off to Bethlehem on Christmas day to claim his prize, and the several letters from people who open with sentences like "Help! My wife and kids have left me" arrive daily.

All this meets with the same stony silence from the Piman who will neither confirm or deny anything.

Despite all this, people seem to love the Piman. On the few occasions when he has appeared at computer fairs he has been showered with adulation.

One twelve-year-old boy presented him with a Pi family which he crafted himself in clay. Another group of admirers presented him with a cuddly toy.

An Automata spokeman refused to say if anyone had come near to winning the sundial in the twelve months that the quest has been running. And the only clue that this reporter could elicit is the fact that Automata are just about to put on sale two new versions of the game for new computers including the Commodore 64 — the conclusion must therefore be that they don't expect the Golden Sundial to be won for sometime.

BEWARE THE NASTY ANTI QUARKS!

STIX

'Stix' this is your computer and play it! Originally an arcade game it is now available for the mighty micro!

The Stix is a bundle of energy roaming the infinite universe devastating all in its path. Luckily a freak cosmic storm has given you the unique opportunity to harness its evil power and save mankind from inevitable destruction!

Your job is to keep the Stix under control restricting its movement by quickly constructing force fields inside the hypersquare.

This is not all you have to contend with. There are several deadly hazards to be aware of. The Stix must not touch you or you will die a horrible death!

If the Stix touches an incomplete force field the field synthesiser disintegrates due to molecular transposition — of course!

Hesitation while constructing a force field will cause a hissing ripple of energy to annihilate the synthesiser!

Watch out! . . . a quark or antiquark may be coming. They will cause a nuclear explosion on colliding with your synthesiser!

Field synthesiser energy is monitored at the top of the hi-res colour graphics display, if this exhausts your entire supply will be lost in the ensuing holocaust!

Force field construction direction is controlled by joystick with fire button to control field creation speed. Keyboard control is available if necessary.

This is an interesting adaptation of game which didn't really catch on in the arcades.

If you have the guts to Stix this game out then it is available from Supersoft for the Commodore-64 at a price of £8.00 plus VAT.

G·A·M·E·S N·E·W·S



SCREEN GEM FOR THE VIC-20?

PINBALL WIZARD

Pinball Wizard is a remarkable example of what is possible with the unexpanded Vic-20 when a skilful machine code programmer sets to work. So say Terminal Software — the company bringing you this new game direct from the USA.

Terminal believe Pinball Wizard is the most realistic game for the Vic-20 this side of the Atlantic. The company market Pinball Wizard under licence from US software house Microdigital.

There are bumpers, rollovers, a jackpot, slingshots and three flippers that you can use to trap and hold the ball! You can even nudge the table — but not too often or it tilts. Just like the real thing.

Pinball Wizard for the Vic will cost £7.95.

TV WINNERS OFFERED BIG DEAL!

GET SET

Two winning entries in BBC TV's Get Set computer programming competition — judged by our very own editor Terry Pratt — have been accepted by a major software house.

The games were selected from the hundreds that flooded into the Get Set studios after the competition was launched on the Saturday morning show earlier this year.

Melbourne House, known for their Hobbit and Penetrator programs for the 48k Spectrum are planning to publish James Southgate's game. He was the winner in the 12-16 age group.

They have also accepted Shaun Pearman's games ideas list which they say contains some excellent ideas.

Melbourne House managing director, Alfred Milgrom says about James' game "It needs a bit of work doing on it but we feel James has the basis of a good marketable game. Melbourne House are keen to encourage youngsters to bring their ideas to the sort of professional standard required for marketing and that is why we publish so many books on computers — to help people just such as James and Shaun to increase their programming skills.'

Melbourne House will be getting in touch with the boys to discuss their programs.

MEGA-GAMES FOR SPACE CAPTAINS . . .

STELLAR TRIUMPH

Are you fed up with games that only offer a meagre two or three different game options? Yes? Then Stellar Triumph is the answer to all your prayers.

The game has enough variations to keep an army of video gamers busy for a lifetime.

The basic game is for two players each trying to shoot the other. From then on the design of the game is up to you.

You can decide the screen set-up — wrap around, bounce off or a spiral effect.

There are menus for the movement of your ship, the number of aliens, you can choose to have suns and black holes with positive or negative gravity and you can select the length of the game.

For those of you who haven't the courage to plunge into creating your own game the program has eight preset games.

Stellar Triumph will be available from Slough based Rommik Software in early October for the Commodore 64 costing £6.99.

WILL OUR HERO SAVE THE EARTH?

JETMAN

Jetman has returned . . . this time to save the planet Earth from destruction.

After building his rocket — as seen in the prequel Jetpac — disaster struck when it started to disintegrate over a hostile planet whose inhabitants' sole purpose is to destroy the Earth.

Using his instrument console to locate the aliens' weapons installations Jetman sets out single handed to do battle.

Crossing the rugged and pitted terrain in his lunar buggy, various hazards present themselves in the form of crevices and ravines which can only be crossed using the special bridging equipment Jetman carries.

Confronting the enemy our indomitable hero has to breach their defence systems before he can destroy the warheads aimed at Earth. If the deadly rocket isn't stopped with in the time limit, Jetman has one last chance to bring it down.

Chase it in his buggy and blast it out of the air or — in the manner of Jetpac — fly after it. Only one problem — watch his fuel consumption as it might run out!

Life is made easier by a teleport system which can transport Jetman, the Moon Rover and one piece of equipment over long distances.

Lunar Jetman, sequel to Jetpac, is controlled by either keyboard or joysticks and is available from Leicestershire based Ultimate Play The Game for the 48k Spectrum at £5.50.

VIRGIN TAKE GAMES ON THE ROAD

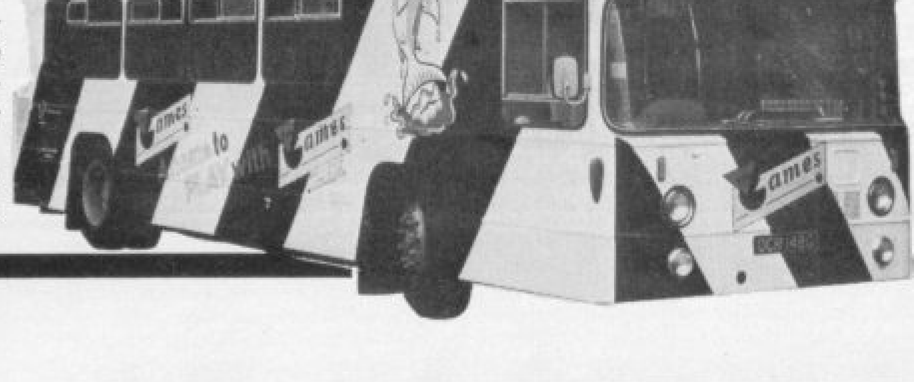
VIRGIN EXPRESS

Virgin Games added eight new titles to their range with the aid of a specially converted double decker bus.

The idea of the bus is to take the games on tour throughout the country so that people can have a chance to play the games before they make their purchase.

The Virgin Express has no less than twelve computers on board together with members of the Virgin programming team too who will be on hand to answer the publics' questions on anything to do with computers.

Three Dragon titles are offer including a creepy castle adventure, a who done it mystery adventure in mid-atlantic, and a computer version of the ancient Chinese future-predicting philosophy — I Ching.



The Lightening Oric Assembler. £9.90*

There are other assembler/editors available for the ORIC but none combine the same features and ease of use that we have obtained with this comprehensive utility program for the ORIC 48K. The manual which accompanies the assembler gives a brief insight into machine code and the use of assemblers to enable anyone to write in assembly language after just a little study. Full specifications of the assembler cannot be fitted into the small space available here and so they may be obtained from your local dealer or direct from Mr. Micro.

*Includes comprehensive instructions booklet.

Crazy Golf £6.90
48K Spectrum

Crazy golf is a new program for the 48K Spectrum you are required to clear the course avoiding and circumventing the many strange obstacles finally putting your ball in the hole. The par for each hole is displayed and a novel direction indicator combined with a force indicator enable you to send the golf ball in the direction you feel is the best one to clear the course. Crazy golf really is crazy but most of all it is fun and will be found to be very enjoyable by all members of the family.

For use with Joystick and keyboard.

Bengo £6.90
Vic 20

An exciting program for the unexpanded Vic 20, which combines fast moving strategy and reflex skills. You must control Bengo the super Eskimo against the dreadful snow Yeti – Half blind and half witted the Yeti can smell a good Eskimo lunch – the only protection Bengo has is to hurl huge blocks of ice across the frozen waste at the Yeti.

– Don't get distracted – or you'll be personally responsible for the demise of an Eskimo!

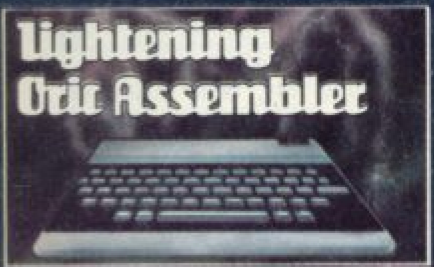
For use with Joystick.

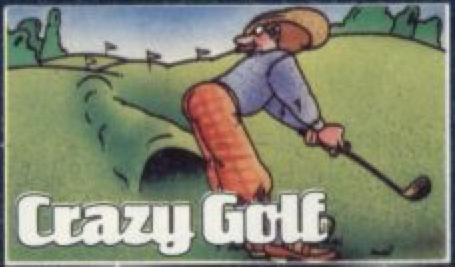
Dracula £6.90
48K ORIC

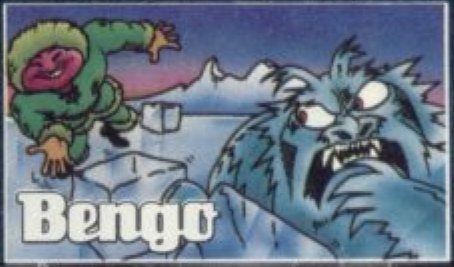
A superb adventure for the 48K ORIC. This adventure is written in the good old style! No silly graphics, no gratuitous drawings, no distractions from pure mental images of horrendous realism. This evocative text adventure of the old genre will have Oric owners shivering with anticipation and perhaps fear.

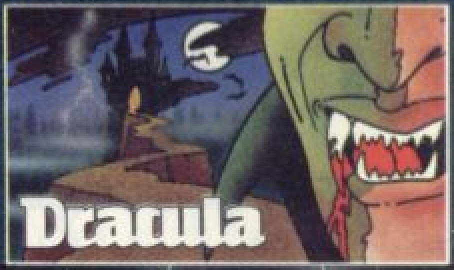
Dare you load DRACULA into your ORIC 48 ?!!

By keyboard.





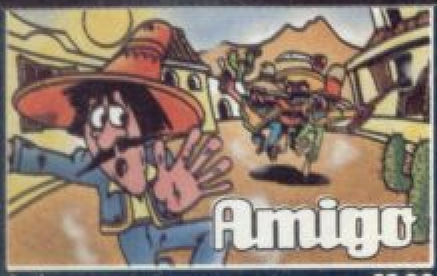




No shocks– Plenty of surprises!

Mr. Micro means programs you can trust. Programs that are as exciting when you load them as they look at your dealer. Programs that come proven and refined. Programs that bring you the breathtaking excitement of arcade games with the special extra dimension of real mental challenges – all at the right price. Plus accessories and utilities which extend the value of your computer. Ask for Mr. Micro by name at your local dealer. Or order your games direct, post-free, from: Mr. Micro Ltd. 69 Partington Lane, Swinton, Manchester M27 3AL. Cheques should be made payable to Mr. Micro Limited. Ring our 24 hour hot-line for payment by Access or Visa on: 061-728 2282.

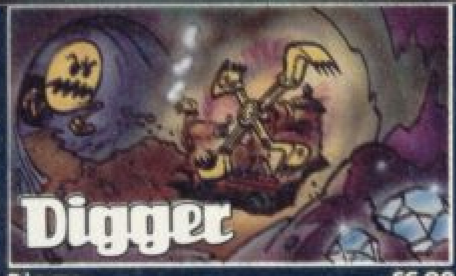
Mr. MICRO



Amigo £6.90
Vic 20 8K or 16K expansion.

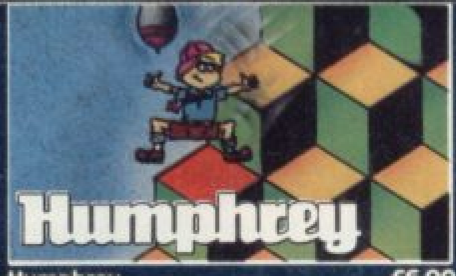
Hey Amigo you gotta run fast ah. The banditos they are a chasing you and they will a geta you ifa you do nota escapa OK. You musta runa rounda the blocka, when you run round de corners ofa de city the banditos they are frightened to go there and you score de points. Pity you have nota gota gun but a joystick can be fun.

For use with Joystick.



Digger £6.90
Vic 20 8K or 16K expansion

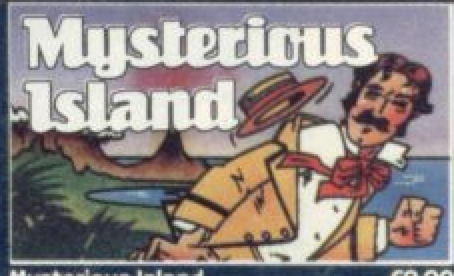
Your remote viewer shows the path of the professors devilish digging apparatus. Using your computer linked remote control you must guide the digger beneath the earth to collect the rare micronite gems. Unfortunately the micronite is protected by the micronits who will plague your machine in order to attempt to stop its progress. You may be able to kill the micronits by skillfully manoeuvering your digger beneath a subterranean stalactite which will then fall killing any micronit in its path. This is a novel implementation of a popular arcade game. For use with Joystick.



Humphrey £6.90
Vic 20 BBC Model B

This new game for the BBC Model B or for the VIC 20 (8K or 16K expansion) and also for C.B.M. 64 involves some tricky decision taking. Object of game is to make Humphrey land on all the cubes thus changing their colour. Unfortunately Humphrey is being chased by a bouncing ATOMIC BOMB! You will soon learn that this deceptively simple game has tremendous addictive properties and quite a high degree of tactical skill.

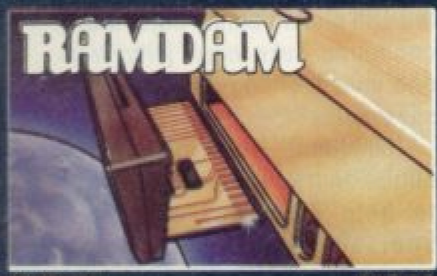
For use with keyboard or Joystick.



Mysterious Island £9.90
Vic 20 16K

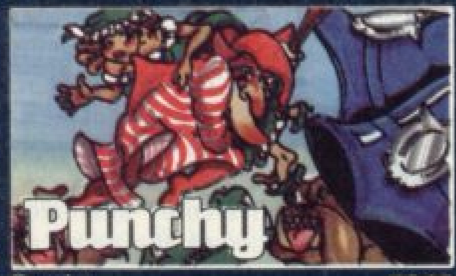
Escape from prison in a hot air balloon – try to land it on Mysterious Island, then the fun really begins. • Booby Trapped Fields • Killer Bees • Hostile Natives • Hidden Clues • Force Fields • Capture the Nautilus • Full Graphic Display • Several Games lead to Exciting Climax • Separate Practice Program • Includes Blank Data Tape to store the game to play later.

All successful adventures can claim a unique personalised award by sending Mr. Micro their final position at the end of the game – By Joystick or keyboard.



RAMDAM £13.90
Vic 20

This accessory enables programs which would normally only work with 3K expansion to work with 8K or 16K expansion. RAMDAM saves having to buy a 3K pack if you already own an 8K or 16K. With RAMDAM and a Commodore 16K expansion all known tape games will run on your Vic 20. • Includes Memory Test Program • Free 6·5K game – MICROVADERS for use with Joysticks.



Punchy £6.90
Spectrum 484

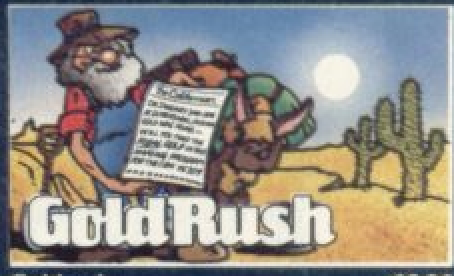
Punch has taken Judy for his evil purposes and locked her away. Judy has called upon the forces of goodness to escape, so with the help of our hero Bobby the policeman and you the purchaser of this fine program you must guide brave Bobby across the stage to rescue poor Judy. Leap the gaps. Jump over the dogs. Leap the alligator pit. Dodge the tomatoes. Rock the crib. Collect the sausages and finally rescue Judy. By Kempstone joystick or keyboard.



Dragon Tamer £9.90
Dragon 32

Allows Atari type and other digital joysticks to be used with the Dragon – giving better response and more control. For the first time your Dragon will be able to reflect your true skills. • Achieve higher games scores • Less Frustration.

Plus To ensure maximum value, Dragon Tamer includes two original games for use with digital Joysticks.



Goldrush £6.90
Vic 20 3·5k

This graphic adventure program was the first in the world to offer real gold for the successful adventurer. An idea which has been much copied but never equalled. • Fun • Educational • Challenging • Clues • Puzzles • Searches • Fast Reaction Game. For use with keyboard.

ARCADE



The day every pinball fan has been waiting for. That's the Pinball Owners' Association Convention.

A feast of machines old and new will be on show and the 1983 Pinball Wizard will be chosen from the ranks of the associations many aces.

It all takes place at the Old Whitgiftians Rugby Club, Croham Road, South Croydon, on November 6th from 2.30pm until 11pm.

Members bring their favourite machines along to these events — so, it's a chance to some vintage and veteran pin-tables restored with loving care to their former glory. And you'll be able to meet a bunch of people who collectively know more about pinball than almost anyone around.

Entrance to this pinball wonderland is by ticket only, so if you want more details you'll have to write to the Pinball Owners' Association HQ, "Arcadia", 465 Cranbrook Road, Ilford, Essex IG2 6EW.

Meanwhile Bally have released yet another version of the classic Eight Ball De-Luxe game, this time called Rotation Eight. This is a cocktail table style machine with some nifty touches. It can take up to four players, who sit around the machine just as if they were sitting at a table. Each player has flipper buttons and a plunger to fire the ball. And here comes the good bit — the playfield rotates to face each player in turn as the game progresses!

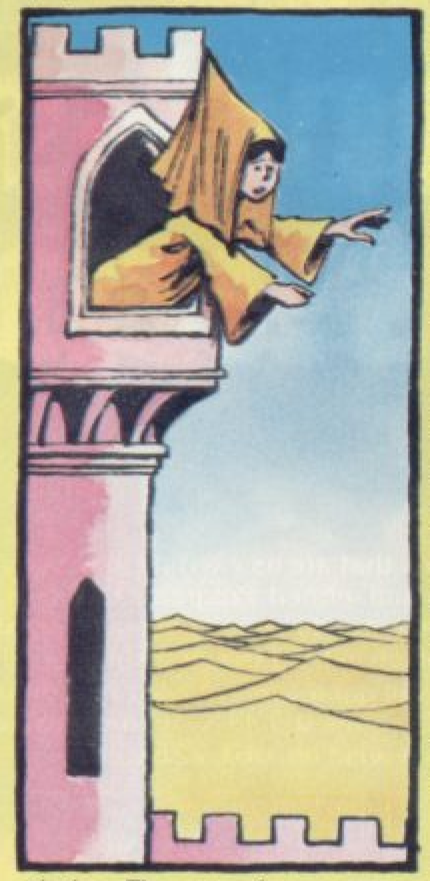
Good news for pinball fans is that an old manufacturer of the machines, Game Plan, who stopped making tables some years ago is back in business with a table designed by the American pinball guru Roger C. Sharpe. It's called Sharpshooter and features a picture of the designer disguised as a cowboy on the backsplash.

RIDE THE MAGIC CARPET

ARABIAN

Ride on a magic carpet to rescue a beautiful princess held captive in a forbidden tower.

Tales of the Arabian Nights burst into life on the screen of Atari's Arabian. You take on the role of a courageous prince, defying all dangers in this perilous



mission. There are four screens to beat before you reach the princess.

The levels are called pages, just to add to that fairytale feel, and the first level starts at Page one. This is a ship and the prince has to scale the rigging in order to reach the crow's nest on the top.

On his way he may collect a number of brass jugs, each engraved with a letter of the alphabet. If you can collect them in the correct order the letters will spell out ARABIAN and you are awarded bonus points. If you don't then there are no bonus points, but play continues.

Of course climbing the rigging is not as easy as we've made it sound!. There are a number of obstacles which the prince must contend with. Roc birds dive at him in an attempt to knock him from the rigging. Things called Oscars chase him and Genies who fire snowballs at the prince. The Genies also have the ability to become invisible and appear at random. But they can only throw snowballs when they are fully materialised.

When the player has completed page one, page two begins — with the prince on dry land.

It's a very dangerous route to the castle and there is a cave through which the prince must crawl. When not on his hands and knees, avoiding low hanging rocks, the prince is kept occupied swinging or climbing across vines.

On reaching the end of the cave the prince must climb a tree. If he is successful, he can proceed to page three — the gates of the castle.

Scaling the wall poses yet another problem for our intrepid hero. The only way up is to hitch a ride on a series of flying carpets. The prince leaps from carpet to carpet, dodging the low-flying ones which may knock him off.

On page four, the prince at last sees the princess, beckoning him from her lonely tower. To reach her, the prince must ride the flying carpets and climb ropes, all the time avoiding his enemies and trying to grab brass jugs to add to his collection. If you make it through this screen — sorry page! — the prince is reunited with his princess and then fly off into the sunset together — on a flying carpet, naturally.



MORE MONKEY BUSINESS

ZOO KEEPER

Zoo Keeper has an animal magnetism that arcade experts will find hard to resist!

The player finds himself at a zoo and all the animals are eating their way out! The zoo keeper, Zeke, has a hard time running along the walls replacing bricks which have been eaten away.

But the animals are very swift and some inevitably escape. To survive the escaping animals Zeke has to dodge or jump over them, while still frantically rebuilding the bricks.

He is also trying to earn bonus points by grabbing watermelons, root beers, and other goodies along the way. And all the while the time fuse is burning! Enough action for you?

In screen two Zeke must leap from ledge to ledge to reach his girlfriend, Zelda, who is held hostage by a coconut-throwing monkey. The ledge moves in opposite directions, and it is all over if Zeke falls.

Zeke still has two more brick zoos to face, teeming with the meanest animals you've ever seen. Luckily Zeke can use a net to catch the escaped animals and return them to their cages *if* he can reach the net!

As the adventures alternate, survival becomes the name of the game and is increasingly more difficult. In each of the "brick" screens a more challenging animal with a higher point value is introduced.

And in each succeeding "ledge" screen the ledges move faster, until finally they become invisible. With only his memory of past ledge patterns in relation to the still-visible bonus objects and coconuts, Zeke must jump from one invisible ledge to another to save Zelda!

"Escalator" screens, in which bonus zoo keepers can be won to help Zeke out, are interspersed between the other screens. Here Zeke must jump over hordes of animals — plus an electrical cage — in order to jump on to each escalator, until he can rescue Zelda.

ACTION

THE ARCADE OF THE FUTURE?

S.S. ARCADIA



If you are tired of tatty arcades, in scruffy side streets then join us for a look into the future — at the first of a new breed of super arcades.

The Space Shuttle shaped arcade is the brainchild of leisure complex specialists John and Veronica Feilding and exhibition stand designer Glynn Larcombe.

As yet SS Arcadia is awaiting a buyer — so it could end up at any major sea side resort, but despite the uncertainty about its final home we do know what it will look like.

The interior will be based on the futuristic control bridge of space ships like the USS Enterprise or the Millenium Falcon. Instead of the gadgetry of Hans Solo or Captain Kirk's ships this space craft will be packed with all the latest arcade games.

The designers estimate there will be between one and two hundred machines on board.

But Space Invaders and Pac Man will be only part of the attraction of the SS Arcadia. Stepping aboard the ship will be like journeying into space. The windows will have space scenes projected onto them showing planets looming in distant space and meteors hurtling past.

A bank of home computers are also expected to be incorporated into the final plan offering a number of educational challenges with a space theme.

There will be no entrance fee — instead you purchase a certain amount of tokens to insert into the arcade machines whilst on board.

Glynn Larcombe will be organising construction of the SS Arcadia — when partners John and Veronica Feilding of C&C Associates find a buyer.

The shell of the ship will be made of reinforced PVC, on a wooden frame, with a skeleton of inflated tubes beneath the surface of the PVC which will keep the whole structure taut due to air being constantly pumped into it.

About the length of nine double decker buses and three buses high, SS Arcadia will be manufactured in kit form in Richmond by Larcombe's company — Riverside Joinery.

The cutting of the various sections will take about six months. When the site has been chosen the parts will be ferried there by a fleet of lorries and Riverside's men will take about a month to assemble the ship.

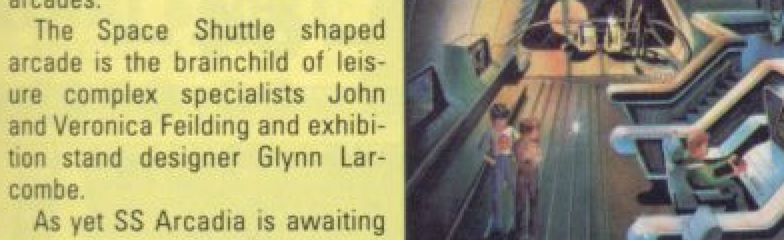
SS Arcadia is the first American-style super arcade to be planned for the UK.

In America, theme arcades are catching on in a big way. Nolen Bushnel — the man who launched that little company called Atari and who also invented the first coin operated video game — is about to make himself a second fortune with Chuck E. Cheeses Pizza Theatre.

The fantasy emporium is an exciting blend of all the latest arcade games, fast food, and a cast of performing Disney-style robots.

The Feildings and Glynn Larcombe are convinced that SS Arcadia type developments are what games players want.

What do you think? If you have a positive way in which the standards of arcades could be improved why not write to us and air your views.



This is S.S. Arcadia. Above you see what the space-ship arcade will look like when constructed. Our colour picture at the top of the page shows how Veronica Fielding and Glynn Larcombe envisage the interior of this arcade of the future.

DRIVE A LASER RACER!

GRAND PRIX

Making arcade games is getting more like making films as the new generation of laser games begin to take over from the now outmoded computer graphics video game.

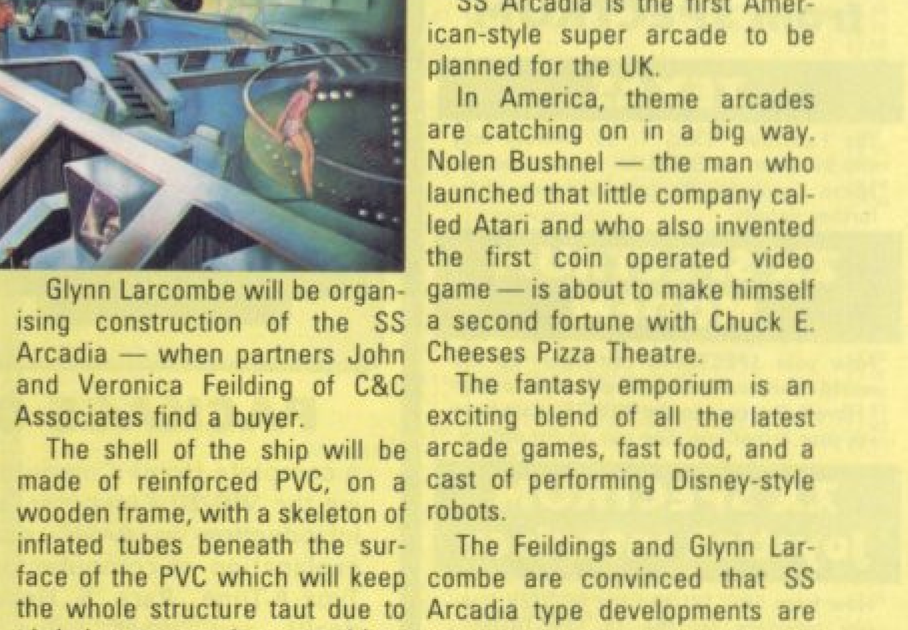
The second laser disc game to arrive in Britain was filmed at a Tokyo race track in a specially staged race using real grand prix cars.

Taito's Grand Prix is the latest "sit down and drive" race game and should provide stiff competition for Atari's top grossing Pole Position.

When the race had been filmed the action was transferred to laser disc and the player's car superimposed on the original film.

A microprocessor controls the action in the game — switching to a crash, a spin or whatever is the appropriate piece of film depending on the players reactions.

Grand Prix will be in the arcades before Christmas — but you'd better save up your ten pence pieces as you are likely to need four of them to drive this car.



WE WANT YOUR HI-SCORES

Calling all arcade hot-shots! Don't hide your light under a Pac-Man machine — tell us how good you are! You've been getting a bit slow sending in your high-scores lately, but remember we want to hear from you.

Tell us your scores on your favourite machines and don't forget to include your name and address with your letter.

We'd also like to hear from you if you've got any tips on playing arcade games — we'll try and print them in this section of the magazine to give more of you a chance to make those high scores even higher!

Send your scores to Arcade Hi-Scores, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

spectrum

NEWS from SPECTRUM

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The Fabulous TEXAS TI 99/4A-now only £99.95 from SPECTRUM- An incredible Micro Computer Bargain. See our ad,for further details.

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Now your SPECTRUM can open up the world - communicate with other computers - Have full access to the PRESTEL data base via your telephone. See our ad for details.

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Now from SPECTRUM - the PROTEK Joystick Interface for the ZX SPECTRUM - ONLY £14.95

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Now from SPECTRUM - QUICKSHOT Joysticks only £10.95 - see our ad for details

ATARI

New 600XL model arriving soon! also ATARI VCS Games Machine - see our ad for details

PRESTEL

See PRESTEL Page 600181 for up to date information from SPECTRUM

NEW SPECTRUM MEMBERS

Check our address page! - there are many new SPECTRUM dealers throughout the UK so there's a good chance there'll be a SPECTRUM centre near you.

AFTER SALES CARE

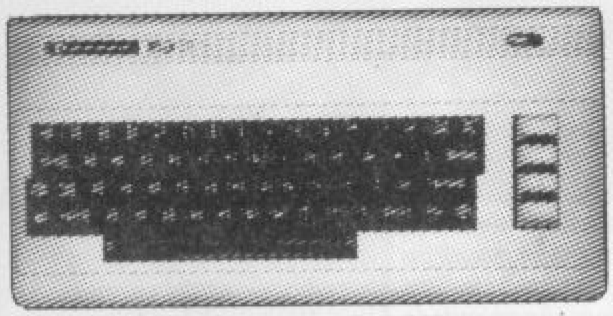
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COMMODORE

VIC-20

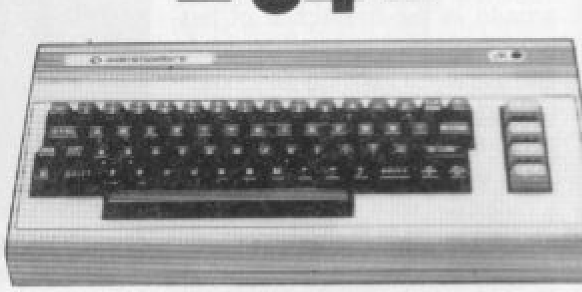


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LYNX 96K



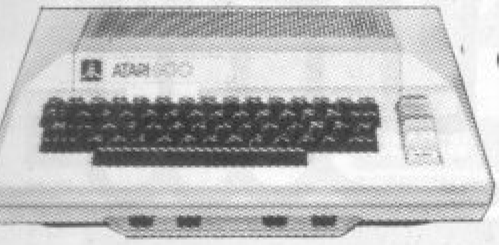
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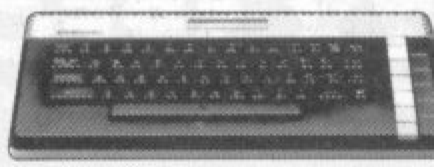
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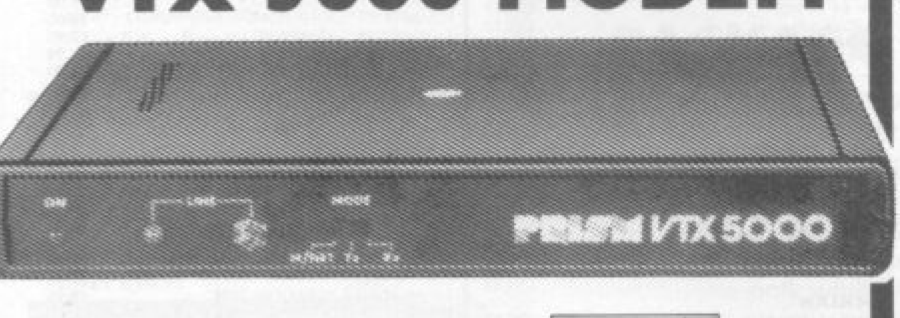
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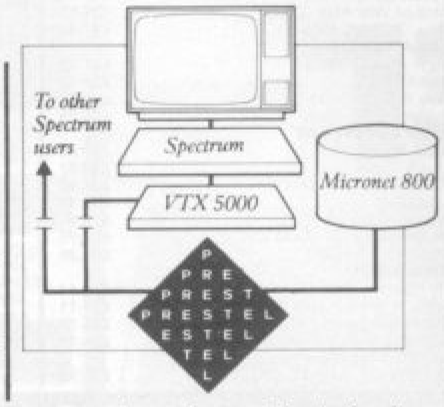
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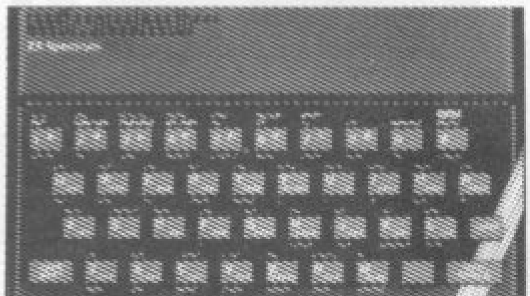
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MIDDLESBROUGH McKenna & Brown, 205 Linthorpe Rd. TEL: (0642) 222368

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ST. AUSTELL A B & C Computers, Duchy House, 6 Lower Aylmer Sq. TEL: (0726) 67337

CUMBRIA

BARROW-IN-FURNESS Barrow Computer Centre, 96 Church St. TEL: (0229) 38353
CARLISLE The Computer Shop, 56-58 Lowther St. TEL: (0228) 27710
KENDALL Ace Computer and Electronics, 185 Highgate. TEL: (0539) 25728
PENRITH Penrith Communications, 14 Castlegate. TEL: (0768) 67146. Open Mon—Fri till 8 p.m.
WHITEHAVEN P. D. Hendren, 15 King St. TEL: (0946) 2063

DERBYSHIRE

ALFRETON Gordon Harwood, 69/71 High St. TEL: (0773) 832078
DERBY C T Electronics, at Camera Thorpe, The Spot. TEL: (0332) 360456

DEVON

EXMOUTH Open Channel, 30 The Strand. TEL: (03952) 4408
PAIGNTON Devon Computers, 81 Upper Manor Rd. TEL: (0803) 526303
PLYMOUTH Syntax Ltd., 76 Cornwall St. TEL: (0752) 28705
TIVERTON Actron Micro Computers, 37 Bampton St. TEL: 0884 252854

DORSET

BOURNEMOUTH Lansdowne Computer Centre, 5 Holdenhurst Rd. TEL: (0202) 20165

DURHAM

DARLINGTON McKenna & Brown, 102 Bondgate. TEL: (0325) 459744

ESSEX

BASILDON Godfrey's 28-32 East Walk, Town Centre. TEL: (0268) 289379
CHELMSFORD Maxton Hayman Ltd., 5 Broomfield Rd. TEL: (0245) 354595
COLCHESTER Colchester Computer Centre, 16 St. Botolphs St. TEL: 0206 47242
GRAYS H. Reynolds, 79 Orsett Rd. TEL: 0375 5948
ILFORD Woolfmans, 76 Ilford Lane. TEL: (01) 478 1307
LOUGHTON Micro & Movie Channel, 309 High Rd. TEL: (01) 508 1216,

GLOUCESTERSHIRE

GLOUCESTER The Model Shop, 79-81 Northgate St. TEL: (0452) 410693

HAMPSHIRE

ALDERSHOT David Saunders, 51 Station Rd. TEL: (0252) 20130
ANDOVER Andover Audio, 105 High St. TEL: (0264) 58251
BASINGSTOKE Fisher's, 2-3 Market Place. TEL: (0256) 22079
PORTSMOUTH Computer Corner, 261 Commercial Rd. TEL: (0705) 833938
PORTSMOUTH Waterlooville G B Microland, 7 Queens Prde. TEL: (07014) 59911
SOUTHAMPTON R. J. Parker & Son Ltd., 11 West End Rd., Bitterne. TEL: (0703) 445926
WINCHESTER Winchester Camera & Computer Centre, 75 Parchment St. TEL: (0962) 53982 (Just Opening)

HEREFORD

HEREFORD Melgray Hi-Tech Ltd., 49 Broad St. TEL: (0432) 275737

HERTFORDSHIRE

BOREHAM WOOD Master Micro, 36 Shenley Rd. TEL: (01) 953 6368
HITCHIN Camera Arts (Micro Computer Division), 68a Hermitage Rd. TEL: (0462) 59285
POTTERS BAR The Computer Shop, 197 High St. TEL: (0707) 44417
ST. ALBANS (Herts) Clarks Computer Centre, 14/16 Holywell Hill. TEL: (0727) 52991
STEVENAGE D. J. Computers, 11 Town Sq. TEL: (0438) 65501
WATFORD SRS Microsystems Ltd., 94 The Parade, High St. TEL: (0923) 26602

HUMBERSIDE

GRIMSBY R. C. Johnson Ltd., 22 Friargate, Riverhead Centre. TEL: (0472) 42031

ISLE OF MAN

DOUGLAS T. H. Colebourn Ltd., 57-61 Victoria St. TEL: (0624) 3482 (Just Opening)

KENT

CANTERBURY Kent Micro Systems, Conquest House, 17 Palace St. TEL: (0227) 50200
DOVER Kent Photos & Computers, 4 King St. TEL: 0304 202020
ORPINGTON Ellis Marketing Ltd., 25 Station Sq., Petts Wood. TEL: 0689 39476
RAINHAM Microway Computers Ltd., 39 High St., Medway Towns. TEL: (0634) 376702
SEVENOAKS Ernest Fielder Computers, Dorset St. TEL: (0732) 456800
SITTINGBOURNE Computers Plus, 65 High St. TEL: 0795 25677
TUNBRIDGE WELLS Modata Computers Ltd., 28-30 St. Johns Rd. TEL: 0892 41555

LANCASHIRE

ACCRINGTON PV Computers, 38A Water St. TEL: (0254) 36521/32611
BLACKBURN Tempo Computers, 9 Railway Rd. TEL: 0254 691333
BURNLEY IMO Computer Centre, 39-43 Standish St., BB11 1AP. TEL: (0282) 54299
BURY (Lancs.) Micro-North, 7 Broad St. TEL: (061) 797 5764
OLDHAM Home & Business Computers Ltd., 54 Yorkshire St. TEL: (061) 633 1608
PRESTON Wilding's 49 Fishergate. TEL: (0772) 556250
ROCHDALE Home & Business Computers, 75 Yorkshire St. TEL: TBA

LEICESTERSHIRE

LEICESTER Youngs, 40/42 Belvoir St. TEL: (0533) 544774
MARKET HARBOROUGH Harborough Home Computers, 7 Church St. TEL: (0858) 63056

LINCOLNSHIRE

GRANTHAM Oakleaf Computers Ltd., 121 Dudley Rd. TEL: (0476) 76994/70281
LINCOLN MKO Computers, 24 Newlands. TEL: (0522) 25907

LONDON

E6 Percivals, 85 High St. North, East Ham. TEL: (01) 472 8941
E8 McGowans, 244 Graham Rd., Hackney. TEL: (01) 533 0935
EC2 Devron Computer Centre, 155 Moorgate. TEL: (01) 638 3339/1830
N14 Logic Sales, 19 The Broadway, The Bourne, Southgate. TEL: (01) 882 4942 (Opening Soon)
N20 Castlehurst Ltd., 1291 High Rd. TEL: (01) 446 2280
NW4 DA Vinci Computer Store, 112 Brent St., Hendon. TEL: (01) 202 2272/3/4 (Just Opening)
SE1 Vic Odden's, 6 London Bdg Walk. TEL: (01) 403 1988
SE9 Square-Deal, 375 Footscray Rd., New Eltham. TEL: (01) 859 1516
SE11 Gatwick Computers, 328 Kennington Pk. Rd. TEL: (01) 587 0336
SE15 Castlehurst Ltd., 152 Rye Lane, Peckham. TEL: (01) 639 2205
SW6 Chelsea Micros Ltd., 14 Jerdan Place. Next to Fulham B/way. TEL: (01) 385 8494
W1 Devron 4 Edgware Rd. TEL: (01) 724 2373
W1 Computers of Wigmore Street, 87 Wigmore St. TEL: (01) 486 0373
W1 Sonic Foto & Micro Center, 256 Tottenham Court Rd. TEL: (01) 580 5826
W3 Colormatic Computers, 44 High St., Acton. TEL: (01) 992 7611
W11 Electroleisure, 120 Notting Hill Gate. TEL: (01) 221 7029

MANCHESTER GREATER

MANCHESTER Lomax Ltd., 8 Exchange St., St. Ann's Sq. TEL: (061) 832 6167
SWINTON Mr. Micro Ltd., 69 Partington Lane. TEL: (061) 7282282 'Late Night Friday'
HYDE Pase, 213-215 Market St. TEL: (061) 366 5935
BOLTON Wilding Ltd., 23 Deansgate. TEL: (0204) 33512
WIGAN Wilding Ltd., 11 Mesnes St. TEL: (0942) 44382

MERSEYSIDE

HESWALL Thornguard Computer Systems, 46 Pensby Rd. TEL: (051) 342 7516
LIVERPOOL Beaver Radio, 20-22 Whitechapel. TEL: (051) 709 9898
LIVERPOOL (Aintree) Hargreaves, 31/37 Warbreck Moor. TEL: (051) 525 1782
SOUTHPORT Central Computers, 575 Lord St. TEL: (0704) 31881

MIDDLESEX

EDGWARE Breaker 1-4, 130 High St. TEL: (01) 952 7488/8860
HARROW Camera Arts (Micro Computer Division, 24 St. Ann's Rd. TEL: (01) 427 5469
HAYES Chipstop, 1000 Uxbridge Rd. TEL: (01) 573 2511 (Just Opening)
TEDDINGTON Teddington Camera Centre, Broad St. TEL: (01) 977 4716
UXBRIDGE JKL Computers Ltd., 7 Windsor St. TEL: 0895 51815

NORFOLK

NORWICH Sound Marketing, 52 St. Benedicts St. TEL: (0603) 667725
THETFORD Thetford C B & Micros, 21 Guildhall St. TEL: (0842) 61645

NORTHANTS

NORTHAMPTON Basic Computers & Systems Ltd., 72 Kingsthorpe Hollow. TEL: (0604) 710740

NOTTINGHAMSHIRE

NOTTINGHAM Cameo Computers, 8/9/10 Trinity Walk. TEL: (0602) 742912
NOTTINGHAM Basic, 39-41 Trent Boulevard, West Bridgeford. TEL: (0602) 819713
WORKSOP Computagrafix, Bridge St. TEL: (0909) 472248

NORTHERN IRELAND

BELFAST Arthur Hobson Ltd., 37 Gt. Victoria St. TEL: (0232) 246336
LONDONDERRY Foyle Computer Systems, 3 Bishop St. TEL: (0504) 268337

OXFORDSHIRE

ABINGDON Ivor Fields Computers, 21 Stert St. TEL: (0235) 21207
BANBURY Computer Plus, 2 Church Lane. TEL: (0295) 55890
HENLEY ON THAMES Family Computers Ltd., 40A Bell St. TEL: (0491) 575744
OXFORD Ivor Fields, 7 St. Ebbes St. TEL: (0235) 21207

SCOTLAND

ABERDEEN North East Computers, 1-3 Ellis St., Peterhead. TEL: (0779) 79900
AYR Vennals, 6a New Bridge St. TEL: (0292) 264124
DUMFRIES Vennals, 71 English St. TEL: (0387) 4547
EDINBURGH The Silicon Centre, 6-7 Antigua St. TEL: (031) 557 4546
GLASGOW Victor Morris Ltd., 340 Argyle St. TEL: (041) 221 8958
HAMILTON Tom Dickson Computers, 8-12 Cadzow St. TEL: (0698) 283193
KILMARNOCK Vennals, 49 Foregate. TEL: (0563) 32175
KIRKCALDY Kirkcaldy Photographic Services, 254E High St., Fife. TEL: (0592) 204734
STIRLING R. Kilpatrick, 58 Port St. TEL: (0786) 5532

SHROPSHIRE

SHREWSBURY Computerama, 13 Castlegate. TEL: TBA

SOMERSET

TAUNTON Grays, 1 St. James St. TEL: (0823) 72986

STAFFORDSHIRE

STAFFORD, Computerama, 59 Forgate St. TEL: (0785) 41899
STOKE-ON-TRENT Computerama, 11 Market Sq., Arcade, Hanley. TEL: (0782) 268620

SUFFOLK

BURY ST. EDMUNDS Bury Computer Centre, 11 Guildhall St. TEL: (0284) 705772
FELIXSTOWE K. M. Communications Ltd., 4 Manning Rd. TEL: (0394) 271113 or 273459
IPSWICH Brainwave, 24 Crown St. TEL: (0473) 50965
LOWESTOFT John Wells, 44 London Rd., North. TEL: (0502) 3742

SURREY

CAMBERLEY Camera Arts (Micro Computer Division), 36 High St. TEL: (0276) 65848
CHERTSEY Chertsey Computer Centre, 1 Windsor St. TEL: (09328) 64663
CROYDON Cadcom Ltd., 96 Whitgift Centre (Next door to MacDonald's) TEL: (01) 686 8393
GUILDFORD The Model Shop, 23 Swan Lane. TEL: (00772) 0483 39115
HASLEMERE Haslemere Computers, 25 Junction Place, adj. Rex Cinema. TEL (0428) 54428
NEW MALDEN Surrey Micro Systems, 31 High St. TEL: (01) 942 0478
WALLINGTON Surrey Micro Systems Ltd., 53 Woodcote Rd. TEL: (01) 647 5636
WOKING Harpers, 71/73 Commercial Way. TEL: (04862) 25657

SUSSEX

BEXHILL-ON-SEA Computerware, 22 St Leonards Rd. TEL: 0424 223340 (Opening Mid-October)
LITTLEHAMPTON Alan Chase Ltd., 39 High St. TEL: (09064) 5674/4545

TYNE & WEAR

NEWCASTLE-ON-TYNE Newcastle Camera & Computer Mart, 16 Northumberland Ct. TEL: (0632) 327461

WALES

ABERDARE Inkey Computer Services Ltd., 70 Mill St., The Square, Trecynon, TEL: (0685) 881828
ABERYSTWYTH AberData at Galloways, 23 Pier St. TEL: (0970) 615522
CARDIFF Randall Cox, 18/22 High St. Arcade. TEL: (0222) 31960
NEWPORT (Gwent) Randall Cox, 118 Commercial St. TEL: (0633) 67378
PEMBROKE Randall Cox, 19 Main St. TEL: (064) 668 2876
PORT TALBOT Micro Gen, 6 Royal Buildings, Talbot Rd. TEL: (0639) 887730
WREXHAM T E Roberts, 26 King St. TEL: (0978) 364404/364527

WARWICKSHIRE

LEAMINGTON SPA IC Computers, 43 Russell St. TEL: (0926) 36244
RUGBY The Rugby Micro Centre, 9-11 Regent St. TEL: (0788) 70522

WEST MIDLANDS

BIRMINGHAM Sherwoods, Gt. Western Arcade. TEL: (021) 236 7211
COVENTRY Coventry Micro Centre, 33 Far Gosford St. TEL: (0203) 58942
DUDLEY Computer World, 35 Churchill Precinct. TEL: 0384-238169
ERDINGTON The Gamekeeper Grand Fare, High St. TEL: (021) 3846108
WEST BROMWICH Bell & Jones, 39 Queens Sq. TEL: (021) 553 0820

WILTSHIRE

SALISBURY Whymark Computer Centre, 20 Milford St. TEL: 0722 26688

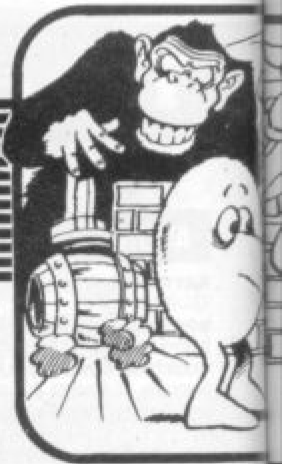
WORCESTER

WORCESTER David Waring Ltd., 1 Marmion House, High St. TEL: (0905) 27551

YORKSHIRE

BRADFORD Erricks Foto-Sonic House, Rawson Sq. TEL: (0274) 309266
HUDDERSFIELD Richards (formerly Lauries) 12 Queen St. TEL: (0484) 25334
HULL The Computer Centre (Humberside) Ltd., 26 Anlaby Rd. TEL: (0482) 26297
LEEDS Bass & Bligh, 4 Lower Briggate. TEL: (0532) 454451
SHEFFIELD Superior Systems Ltd., 178 West St. TEL: (0742) 755005
SKIPTON Look & See, 45 Belmont Bridge. TEL: 0756 60078
YORK York Computer Centre, 7 Stonegate Arcade. TEL: (0904) 641862

VIDEO



IS THIS THE END OF THE BOOM?

Christmas could signal the end of the huge boom in video games if Britain follows the trend set in the States where sales of low cost micros have plummeted and the market for TV games has all but vanished.

Atari and Mattel are fighting tooth and nail for a larger share of the shrinking TV game market by slashing prices and including special offers in their basic packages.

You can now pick up an Atari VCS for £69.95, a reduction of £20, and you get a copy of the wildly successful Pac-Man cartridge free.

Atari's deadly rival, the Intellivision system from Mattel has almost halved in priced in the last 18 months and is now sold with the Voice Synthesis add-on which until recently cost over £50.

This price war was not just sparked off by keen competition between the two companies — but the appearance of the Colecovision games console.

Atari have already decided to scrap plans to launch their new advanced TV game system, the Atari 5200, in Britain, because of its lack of success across the Atlantic in the face of fierce competition from the Colecovision.

The future for Atari's ageing 2600 doesn't look too rosy either now that Coleco have announced plans to release an expansion module which allows Coleco owners to use Atari cartridges with their machine.

Sales of TV games in America aren't the only ones to suffer. It seems that American consumers are turning their backs on cheap micros, the Texas and Atari in particular, and choosing more expensive machines like the Commodore 64. In some parts of the USA the 64 outsells the Atari by 100 to 1.

One event in this price war that could be of great interest to British video-gamers is Commodore's announcement of sweeping price cuts on all their cartridge based software.

Cartridges for the Vic 20 and the CBM 64 have been slashed to £10 — £20 cheaper than the Atari range. However, Commodore don't have many hit games in their line-up so it will be interesting to see just how Atari reacts.

In Britain as well as the States and if Atari still want to be a major force we think they will have to follow suit. Now wouldn't that be a sight for sore wallets.

BIG NAMES BOOST PARKER GAMES

Parker has announced its Autumn range of game titles, which include two new Star Wars games and one based on the Lord of the Rings.

They've launched a total of 17 new games which run on the Atari, Coleco and Philips home video game systems.

Some of the games have also been converted for the Vic, Atari 400/800 and the IBM personal computer.

New games appearing shortly are Spiderman, two new Star Wars games, Popeye and Lord of the Rings.

Tutenkham, a new twist on the old legend of King Tut's tomb and already a popular arcade game, will be available for the Vic and Atari 400/800 shortly, and for the Coleco and Philips G7000 in the first quarter of next year.

Q*Bert is the most recent addition to the list, and is thought by many to be the most popular game since Pac Man.

Again this has been licensed from the arcade machine at a cost of around $4m, which is the going rate for a good license nowadays.

Parker also launched their Video Games Challenge at the Home Entertainment Spectacular held in London recently. The challenge features such games as Q*Bert, Frogger, Popeye and the new Scramble style game Super Cobra.

There will be ten regional heats and you can qualify by playing the games at selected stores yet to be announced.

The finals will be held next spring in London and first prize is a trip to the good old U.S. of A, with a trip to Disney World and to Cape Canaveral thrown in.

The first of the new releases are already available, with more to follow. Average price will be around £34.95.

TOP TEN	
1	Centipede Atari
2	Donkey Kong CBS
3	River Raid Activision
4	Galaxians Atari
5	Ms Pacman Atari
6	Phoenix Atari
7	Vanguard Atari
8	Burgertime Mattel
9	Gorf CBS
10	Keystone Kapers Activision



READY FOR THE TERRIBLE TANKS?

If our Joystick Jury review of the new Battle Zone cartridge made you wish you had a spare £30 then we've got some good news for you.

Out friends at Atari have agreed to give ten spanking new Battle Zone cartridges to the first people who can spot the six differences between the two tanks drawn by artist Ross Collins.

Simply draw a ring around the differences with a ball point pen, cut out the drawing and send it off to us without delay. Tank A is the control vehicle, please ring the differences on Tank B.

Remember to write your name and address clearly on your entry. Normal *C&VG* competition rules apply.



GAMING

WORLD CHAMPS!



The United Kingdom pulled off an amazing double in Munich to take both junior and senior titles in the World Video Games Championships.

The games this year attracted the toughest competition ever with entrants from twenty-one countries including such far flung places as Hong Kong, Puerto Rico and Norway.

Bringing back the medals to England and Scotland were 14-year-old Stuart Murray from Aberdeen and 19-year-old Andrew Brzezinski from Middlesex.

The games were sponsored by Atari, who met all the finalists' expenses including flights for them and one guest plus three nights in Munich's top hotel.

The lucky contestants had qualified for the game by beating all-comers in their own Countries.

In true Olympic fashion the finalists were taken on a sight-seeing tour around the host city of Munich. For this purpose Atari took over six trams and decked them out in stickers, streamers and bunting and topped the whole thing off with a Bavarian band, delicious German food and never emptying mugs of frothing beer.

It was an afternoon that the finalists and the people of Munich who stared in amazement will not forget in a hurry.

Next day the serious business of playing games began in earnest with many of the contestants firing away on the practice machines at 6.30 in the morning!

It was a tense day for Andrew and Stuart who had to sweat it out til 5.00pm before downing the first competition spider in the chosen Centipede cartridge.

Both were masters of the game — but demonstrated completely different styles.

Andrew, a cool customer, never looked disturbed. He even took time to glance at his watch to check his time/score ratio.

Stuart, in complete contrast, was edgy, obviously feeling the tension and tutting loudly at himself when not extracting the maximum points from a spider.



All eyes on the contestants.



Well done! Stuart is congratulated by one of the organisers.

Time was crucial as each player was only allowed 15 minutes in the qualifying heat to notch up his best score.

From the starting gong Andrew Brzezinski looked like a clear winner — thousands of points ahead after only four minutes.

Stuart's qualifyer seemed to bring out the best in the competition with the player from Hong Kong looking like the favourite for the final. But Stuart was not to be deterred, he improved by the minute and battled back to win a place in the final.

As the gong for the final of the junior section sounded, the crowd that gathered around Stuart Murray soon realised they were watching a new, more determined player. Still tutting, but more confident, taking risks and making them pay.

The competition soon became a two-horse race with Hong Kong Centipede ace Shui Fan Or just over a thousand points behind Stuart for the duration. One slip and the lead would be lost.



Game gazer. Andrew Brzezinski concentrates on the creepy crawlies.

With just 30 seconds to go the outcome was still in doubt, so the final gong came as a welcome relief. One down — one to go.

I chatted to Andrew's two brothers as the senior final got under way. John had come with Andrew on the plane thanks to Atari and elder brother Richard, determined to be there to cheer his brother on had hitch-hiked all the way from Middlesex.

The brothers were concerned that Andrew's position as clear favourite would lead to distractions from press photographers and noise from a group of American Atari executives who were taking bets on possible winners!



Stuart Murray gets a spider in his sights.

Despite the distractions, Andrew walked away with the senior title. Slightly under his best score and a thousand points behind Stuart Murray's medal winning performance, but enough to have the entire British delegation — the *C&VG* reporter included — jumping with joy.

Both winners received a world champion medal and a trip for two to the Olympic games in Los Angeles next summer. Well done Stuart and Andrew, everyone at *C&VG* is proud of you.

And the British supporters continued the celebrations well into the next morning!

The new boy from Acorn already has a gang of playmates.

The Acorn Electron, Britain's most exciting new home micro, already has a range of software programs specially designed for it by Acornsoft, makers of software for the BBC Micro.

There are six mind-boggling games, two programming languages, two exciting graphics cassettes, a home educational program and a personal money management program.

All of which will soon help familiarize you with the Electron and show you how to get the maximum enjoyment out of it straight from the word go.

Of course, we'll be constantly designing new software to help you fully realise the Electron's limitless potential.

You'll find all the programs featured here, plus the full



The Electron. The new boy from Acorn.


acorn electron
Snapper
acorn electron
Meteors
acorn electron
Starship Command
acorn electron
Monsters
acorn electron
Chess
acorn electron
Draughts & Reversi
acorn electron
Creative Graphics
acorn electron
Graphs and Charts
acorn electron
Personal Money Management
acorn electron
Tree of Knowledge
acorn electron
LISP
acorn electron
FORTH

VIDEO





ACTION IN WEB WARS!

Wing your way to adventure in Web Wars the latest and best game — so far — for the Vectrex system.

You are the Hawk King flying through a gigantic web hanging in space. Strange alien creatures — protected by deadly drones — inhabit this web. Your mission is to capture them and take them back to your trophy room where they remain imprisoned as permanent reminders of your bravery in the face of cosmic danger!

You have to overcome the convoys of guardian Drones, get the better of the dreadful fire-breathing Cosmic Dragons and escape through a square portal which appears after each capture.

While flying around the outer areas of the web you, as the Hawk King, will spot an alien in the distance winging its way towards you from the web's centre.

As it closes in you launch into attack — flying down the web, blasting away at the Drones you position the Hawk King until it is on a collision course with the winged alien. At the last minute you fire your Capture Rod and the alien is yours!

However, watch out for the Drones you don't kill as once they've reached the edge of the web, they'll turn round and chase you.

After the alien has been captured a square portal appears in the distance and slowly travels up the web. Still avoiding the Drones, position the Hawk King and fly through the portal to reach your trophy room where your latest victim can be displayed.

If you fail to catch the creature on the second attempt the Cosmic Dragon appears, breathing fire-balls at you with amazing accuracy. It is impervious to your blasters and the best chance of survival is to quickly capture a creature and escape through the portal before it reaches the outer rim of the web.

After each capture your speed of flight increases — the more creatures captured the faster the game becomes. Your speed also increases dramatically when you fly into the web, with the Hawk King hurtling towards the centre at near impossible speeds.

Head on collisions are most likely to happen at this point and it is often safer to remain near the outer edges where the pace is slower.

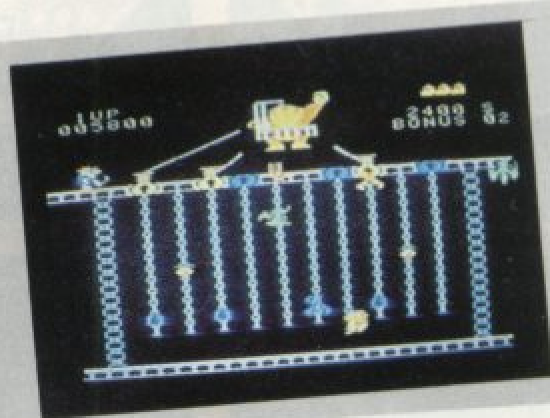
Control is by the stubby Vectrex joystick and I found it quite difficult to manoeuvre the Hawk King accurately. However, this doesn't detract from Web Wars which is a very fast and addictive game.

Web Wars is produced for the Vectrex by Milton Bradley and is available from all leading retail outlets at £22.50.

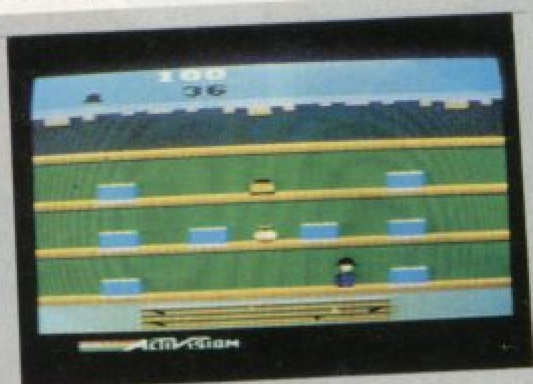
THE VERDICT

Best game yet for the ever improving Vectrex system.

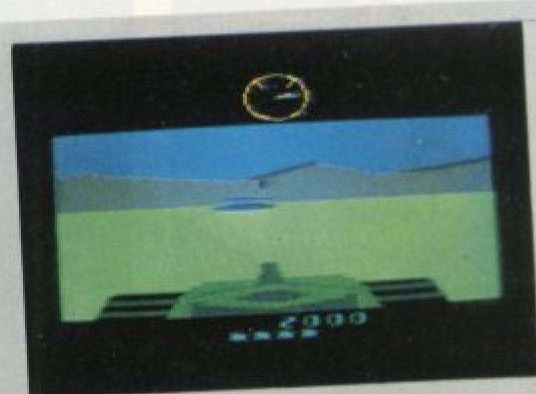
- **Action** ⊥⊥⊥⊥
- **Graphics** ⊥⊥⊥
- **Addiction** ⊥⊥⊥⊥
- **Theme** ⊥⊥⊥⊥



DONKEY KONG JNR



KEYSTONE CAPERS



BATTLE ZONE



Q*BERT



WEB WARS



HAPPY TRAILS



GAMING

MEET SON OF KONG!

Deep in the video game jungle Donkey Kong Junior is out to rescue his big daddy — captured by mean old Mario!

For those of you who haven't stumbled across this game in the arcades it's the sequel to Donkey Kong — and this conversion for the Coleco is a really close copy of the arcade original.

Junior has to travel from screen to screen grabbing keys to Papa Kong's cage. But Mario keeps pushing the cage away just when Junior is about to save his dad.

Once all the keys are in the locks Mario annoyingly sneaks away with Papa Kong once again — and Junior moves on to the final and most elaborate screen of the game. This screen includes a high powered jump board, moving platforms, chains and those nasty Nitpickers!

Little Kong has a few weapons to help him — but you'll have to play the game to find out what they are.

Once you've mastered these three screens the game goes back to screen one and the action gets faster and wilder!

I found the game exciting and challenging. This version is for on or two players and has four skill levels. Coleco's Donkey Kong Junior based on the original made by Nitendo, is available at £29.99.

THE VERDICT

A challenging new addition to the Coleco range. Worth taking a look at.

- **Action** ⊥⊥⊥⊥
- **Graphics** ⊥⊥⊥⊥
- **Addiction** ⊥⊥⊥
- **Theme** ⊥⊥⊥⊥

READY FOR THE TANKS?

It's taken a long time coming but Battle Zone has at last been converted for the Atari VCS.

One obvious and quite welcome change from the original machine is the inclusion of full colour graphics.

Apart from the addition of colour the Atari cartridge follows the theme of the arcade original religiously. The top of the screen houses the radar scanner allowing the player to keep a track of the enemy's movements.

You control the last remaining tank in your company's division. The impossible task that faces you is to destroy the opposing tanks which attack from all directions, even from behind.

The tank can be moved in four directions left, right, forwards and backwards. Enemy tanks are destroyed by placing your gun sight over the target and firing a shell. Tanks that sneak up from behind have to be dealt with quickly because the enemy has no qualms about shooting you in the back.

As the game progresses hostile reinforcements are brought in. These include flying saucers which don't threaten your safety but are difficult to destroy and yellow space invader type creatures who move at speed.

One feature of the game I didn't like was the flashing effect produced after the tank had been blown up. I thought it was messy and after a few games it really started to get on my nerves.

THE VERDICT

An excellent reproduction of the arcade original considering the limitations of the Atari VCS.

- **Action** ⊥⊥⊥
- **Graphics** ⊥⊥⊥⊥
- **Addiction** ⊥⊥⊥
- **Theme** ⊥⊥⊥⊥

CATCH THE ROBBER!

Stop thief! The whistle blows and Kelly the cop goes into action in this Cops 'n' Robbers game for the Atari VCS.

You play Kelly the Keystone Cop whose one aim in life is to stop Flash Harry Hooligan getting away with the loot. Kelly is responsible for all three floors of a department store and Flash Harry leads him on a mad chase through the building.

Various obstacles are placed in Kelly's path, including bouncing beach balls, low flying biplanes and rampant shopping trolleys, all of which our energetic cop has to avoid.

The more robbers Kelly catches the faster the game becomes. Shopping trolleys and planes whizzing towards the cop in convoys and at alarming speeds. The beach balls also bounce much higher and Kelly has to do some frantic leaping and dodging.

Kelly has three lives to each game and a time limit of 50 seconds to catch each robber.

Keystone Kapers is available from Activision for the Atari VCS at £27.95.

THE VERDICT

An easy game to get into — but will the magic last?

- **Action** ⊥⊥⊥
- **Graphics** ⊥⊥⊥⊥
- **Addiction** ⊥⊥⊥
- **Theme** ⊥⊥⊥⊥⊥

MR Q IS A WINNER

Cursing Q*Bert swore he'd get out of the arcades and here he is smaller than life and just as voluble on the Colecovision.

If Q*Bert's mutterings made him bad company in the arcades, his language hasn't modified much on the home screen either — but then he's still got just as much to swear about.

Coily's made the journey to the Coleco too as have all the rest of his dastardly cronies.

All the action takes place on a pyramid of cubes. Q*Bert jumps around on the pyramid cubes' upturned faces, starting at the top and working his way around until he has visited every cube.

He is not only capable of turning the air blue, he can also turn the surfaces a different colour so it is easy to see where he's been.

But danger lurks in the guise of bouncing balls which drop down the pyramid and will finish off Q*Bert (in a bout of bad language) should they meet. One of these, the purple Coily, does not bounce off the edge but turns into a snake at the end and sets off in pursuit of Q*Bert. It looks grim but our hero can escape by jumping off the pyramid onto a hovering circle which lifts him back to the pyramid top. Coily, attempting to follow suit, falls to his death.

Every completed screen bring something new to the game and after four screens, level II offers a new challenge, this time the squares have to be jumped on twice to achieve a clearance.

There's plenty of horrors, masses of addiction and lashings of good er ... clean fun for £34.95 from Parker, their first cartridge for the Coleco.

My only criticism resides in the suitability of the Coleco eight-way joystick for this game because it's all too easy to jump the wrong way and ... oh *%* ££-it!

THE VERDICT

Rush out and get it!

- **Action** ⊥⊥⊥⊥
- **Graphics** ⊥⊥⊥⊥
- **Addition** ⊥⊥⊥⊥
- **Theme** ⊥⊥⊥⊥

HAPPY TIME OUT WEST!

I long for a home where the buffalo roam and the sky is cloudy all day! Well maybe not. But Happy Trails, the latest game for the Intellivision will give you a taste for the Wild West.

Remember those little plastic games you used to get in Christmas crackers. The ones where you have to move small squares around in a bigger square to get the correct sequence of numbers, letters or colours. Well, Happy Trails is a bit like that. Except that this time you have to manipulate the squares to provide the hero of Happy Trails, the Sheriff of the Badlands, the most direct route to the villanous Black Bart and his stolen loot. You have to arrange the best route for the Sheriff so he can collect the cash and catch Bart.

As the game progresses the play area gets larger and the speed increases. This means that instead of being able to move four blocks of land to create a route you can have up to 32 pieces of the jigsaw puzzle that can be moved!

A splendid game incorporating speed of reaction with a large degree of strategy and planning.

Happy Trails is in the shops now at £29.95 for the Intellivision video games console.

THE VERDICT

Best Intellivision release since Burgertime.

- **Action** ⊥⊥⊥
- **Graphics** ⊥⊥⊥
- **Addiction** ⊥⊥⊥⊥
- **Theme** ⊥⊥⊥



The REAL Challenge!
For your ORIC or SPECTRUM
Jogger Guide your joggers across a 4-lane motorway and crocodile infested river to reach their safe haven through the gap in the fence. Each time a jogger is safely home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. M/code, sound effects and full action colour graphics. Oric Author – Adrian Sheppard. Spectrum Author – Mike Howard. Oric 48K – £6·95 Spectrum 16/48K – £4.95.
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Quincy A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations, i.e. 3 of a kind, a run, pairs etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc. Author – Tony Churcher. Spectrum 48K – £4.95.
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Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M/code action with sound effects, full colour action graphics, skill levels etc. Author – Adrian Sheppard. Oric 48K - £6.95
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BOREDWITH BL

Give your trigger finger a rest and take a look at an a in space. We look at a game that existed long before

BY JONATHAN CALDER

YOU don't have to spend all your time on computers zapping aliens. When you've saved the universe from the forces of darkness a few hundred times, you might want to play a more intellectually challenging and rewarding game. If you do, then chess is one of the more obvious choices.

The fascination of the game of chess has lasted for centuries and, when it comes to individuals, this fascination tends to be lifelong. So it's a good bet that any money you spend on chess now will be an investment which will pay dividends for a long time to come.

This is why anyone who is interested in computers and also interested in chess should think very seriously about the latest generation of **dedicated** chess computers now available.

They bring the owner a whole fistful of benefits, not the least of which is an ever available opponent whenever you need one. How often have you wanted a game of chess but had no-one to play with?

The first question almost everyone asks about chess computers is "How good are they?". The answer to this is that state of the art chess computers are now as strong as very good chess club players at their very highest playing levels.

So unless you play chess seriously every week you almost certainly will be struggling to beat good chess computers on their top levels and will have a very searching game on their lower levels. In fact ultimate strength of play isn't all that should be considered by the would be purchaser by any means.

One really important point is to buy a chess computer that has a wide range of playing strengths so that not only can you be sure of finding a level that will give you an even well balanced game but that other members of your family can play at levels appropriate to them.

Such a computer should also give you the choice of a game lasting a few minutes — useful for lightning chess fanatics — or a whole evening.

Another feature that you should be looking for is the ability to update the machine. In the early years of chess computers (even until last year) the state of the art developed so quickly that anyone who bought a chess computer found that something much better came on to the market about six months later.

Nowadays the best chess computer, like CONCHESS, have both their program and their micro-processor in a detachable cartridge. This means that the owner can take advantage of any developments in chess programming or micro-chip technology at a fraction of the cost of a new chess computer.

All he has to do is buy a new cartridge as and when he feels inclined in order to keep fully up to date with developments. You should certainly look for this comprehensive updatability in any machine you buy — it will save you money.

If then you're buying a machine to last in effect a lifetime then you really ought to be thinking of its appearance too. You want a machine that can happily be out on display in the home, almost as part of the furniture, and not a Heath Robinson version that has to be hidden away whenever you've finished playing with it.

This points you towards a chess computer finished in wood rather than one of the "high-tech" machines. After all, nowadays, there is no need to let everybody know you are a computer freak, computers in the home are no longer remarkable.

Not only should you look for a computer that is good to look at, you also should seek one that is easy to play with. The best sort of computers are the fully automatically sensory ones. You simply pick up a piece and move it in the normal chess way. The computer senses automatically which square you have moved your piece from and to.

These have no squares to push down; no buttons to press, or keys to punch. Anything less than this ideal arrangement is likely to become unnecessarily irksome and tedious over the years.

There are a number of very cheap machines on the market, some of them costing as little as £20-£30, but if you're thinking of getting one of these you should be clear what you would be buying. These are executive toys, either suitable for beginners or as an ideal thing for long flights, but they have little to offer the more serious minded chess player. To get a good chess computer you must be prepared to pay at least £150.

A lot of people will tell you that there is no need to get a dedicated machine at all; you need only buy a chess program for your home computer. This is, of course, a much cheaper option, but then you would be getting a great deal less

---

Producing a machine that can play chess like a grand master — still an unfulfilled dream — has always been the ultimate challenge.

In the 1960s and early 1970s a number of quite strong Chess programs were developed on huge number crunching mainframe processors.

Nowadays however, a Chess playing computer doesn't have to be the size of a small house. The advance of micro-chip technology has meant that you can have a free standing — or dedicated — Chess computer sitting on your living room table. Over the five years that these have been available, great strides have been made. Below we offer you a guide to what is available today.

Challenger
A series of American machines, ranging from the weakest to the strongest of available computers. The buyer should be careful as there are a lot of outdated models still about, but the more recent machines represent good value.

CONCHESS
International design. The cheapest fully sensory boards available and the only machines yet to appear with updatable hardware as well as software. All this together with a strong program with delightfully designed classic rosewood boards have made these machines a best seller.

Mephisto
A German machine equipped with a program that makes some attempt to follow human thought processes. As yet the results have been relatively disappointing especially as the models are quite a bit more expensive than most.

NOVAG
Made in Hong Kong, this range of cheaper machines vary greatly in performance. The Constellation is by all reports a strong program. How reliable it will be remains to be seen — some of the earlier models from other Hong Kong manufacturers were a problem in this area.

La Regence
This French machine is about to appear in Britain. Early reports of it are encouraging with a good program and an elegantly designed board.

Scisys
Again a range of machines appears under this name. Their Mark VI may appeal to the Chess fanatic because of its comprehensive range of features, but the average player may find it all a bit bewildering.

ASTING?

lternative to all those shoot-outs hose little green men





for your money.

It is safe to say that no program for a home computer is as good as a top class dedicated machine. This is partly because a lot of the power and the memory in a micro-program are taken up in handling the graphic display and partly because, while the manufacturer of a dedicated chess computer lives or dies by the quality of its program, to a software house, a chess program will be only one among hundreds of a variety of products.

It should also be remembered that playing chess on a screen is a lot more difficult than playing on a real board, (especially given some of the graphics one sees even now); it's a lot harder to visualise possibilities, for instance. Chess really is a three dimensional game where one needs and wants to be able to handle and feel the pieces on a good sized board.

Contemporary Chess Computers will be more than pleased to provide any further information about chess computers. Telephone or write to Contemporary Chess Computers, 2-3 Noble Corner (Off Upper Sutton Lane), Great West Road, Middlesex TW5 0PA. (Tel: 01-577 1700).





Three of the Contemporary Chess Computers range. Top, the Ambassador. Centre, the smallest model in the range called the Escorter, and finally, the top of the range Monarch.

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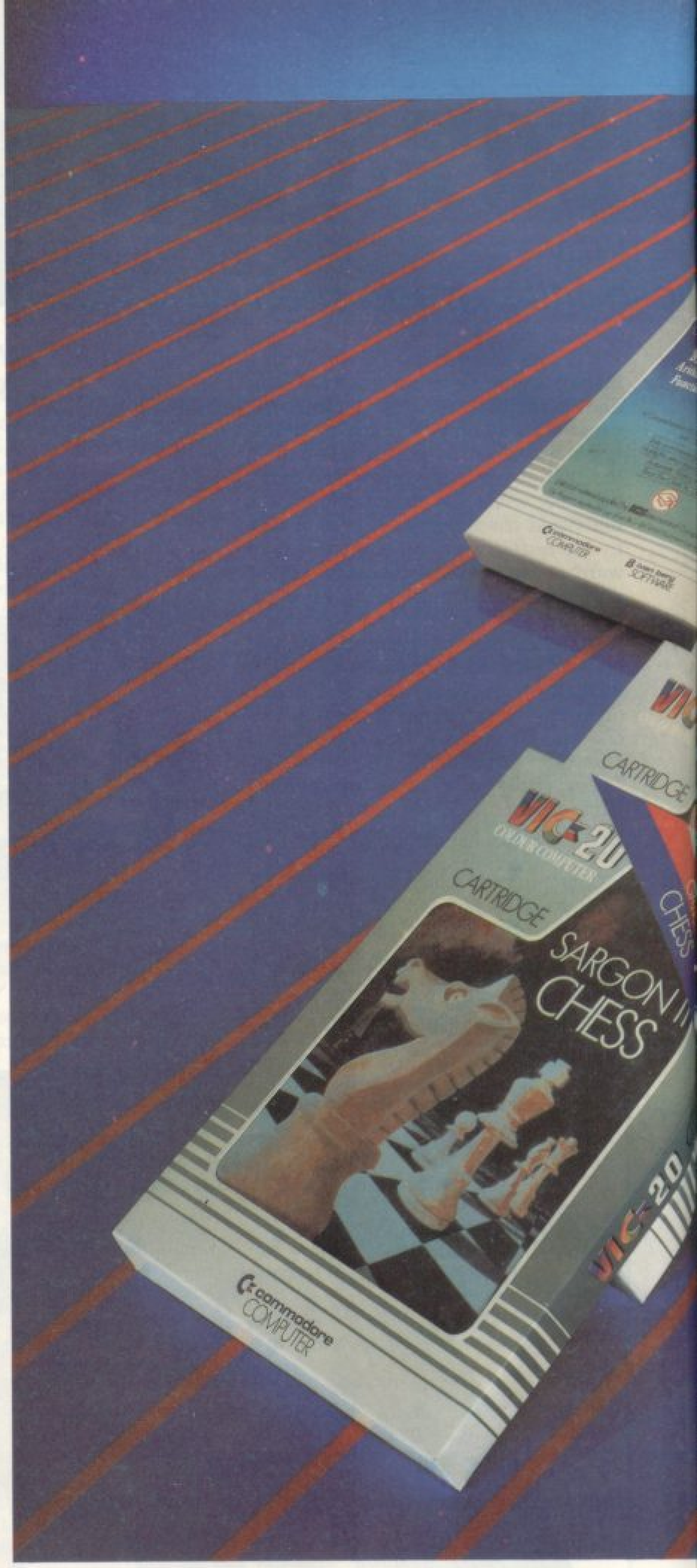
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Learn subjects as diverse as English Language, programming, and biology.

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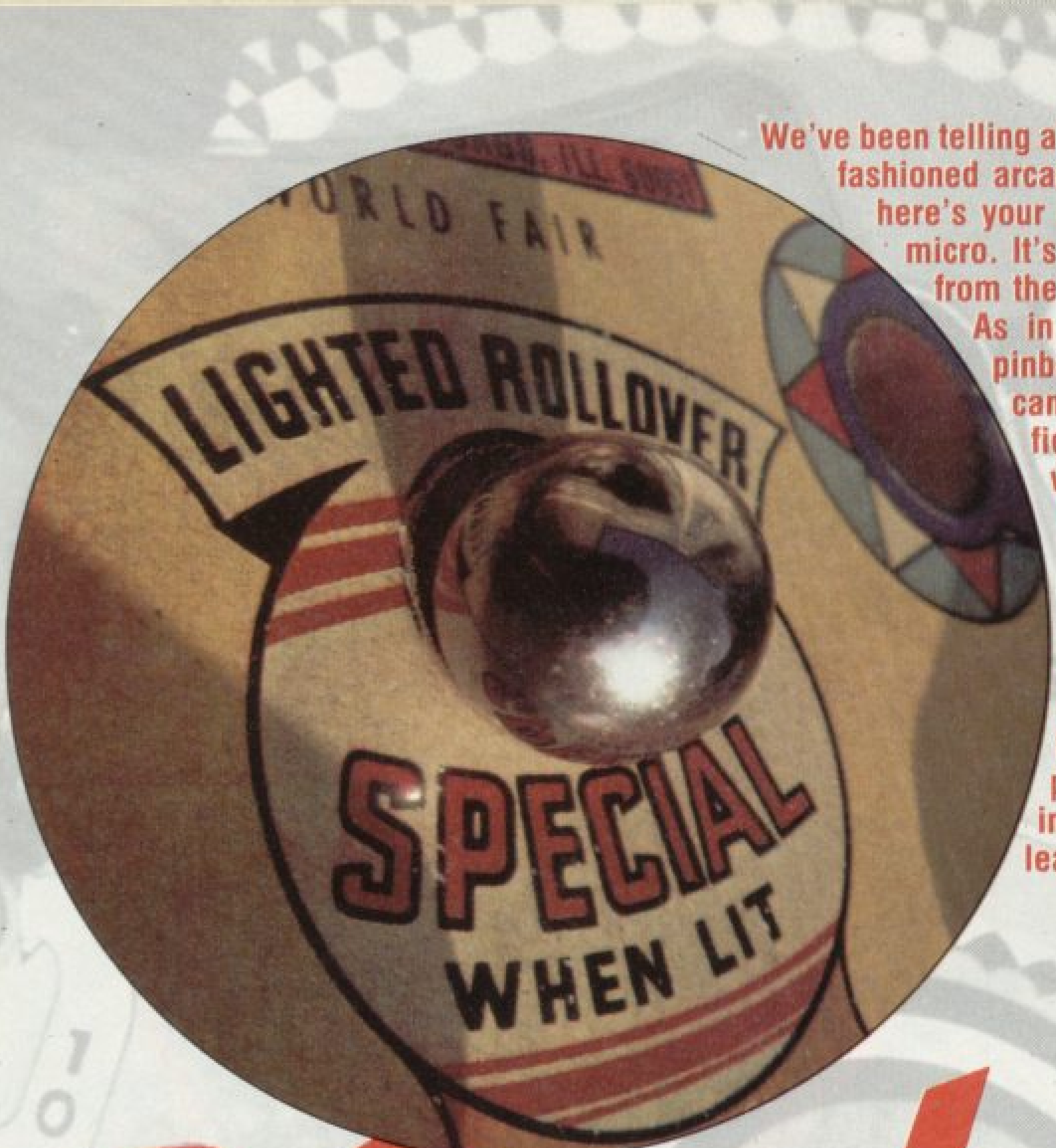


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We've been telling all you vidkids out there just how good that old fashioned arcade game Pinball is for some time now. But here's your chance to get a taste of the game on your micro. It's got all the features of the original — apart from the colourful cabinet and backsplash that is!

As in the arcade original the main aim of this pinball game is to score as many points as you can. You get five balls to play with. The playfield includes several bumpers and targets which score varying points when you hit them. A major difference from the arcade machine is the bat you get at the bottom of the playfield which replaces the usual flippers on proper pinball machines.

The bat is controlled by the Z and C keys. Accurate positioning of the bat in key positions will score high points. There is a two player option and a high score routine. To increase the speed of the bat and ball simply leave out the REM statements.

Pinball



BY JIM WILLEY

RUNS ON A SHARP MZ80K IN 4K

```
MODIFICATIONS TO PINBALL FOR MZ80K
135PRINT"SMALL OR LARGE BAT"
136GETBT$:IFBT$=""THEN136
137IFBT$="S"THENBT=1
138BT=0
270IFPEEK(17828)=90THENPOKEM,64:POKEM+1,64:M=M-2:IFM<55121THEN M=M+2
280IFPEEK(17828)=67THENPOKEM,64:POKEM-1,64:M=M+2:IFM>55139THENM=M-2
289IFBT=1THEN292
290POKEM-1,211:POKEM,211:POKEM+1,211
291GOTO300
292POKEM,211:POKEM+1,211:POKEM-1,64:POKE55121,211
550GOTO130
765IFBT<>1then770
766PRINT"       ▒  ▒        ~~       ▒ ▒▒▒▒▒ ▒"
```

```
10 POKE 10167,1:TEMPO7
20 DIM T(2),SC(2):PRINT"▒▒▒▒▒▒"
30 PRINT"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"
40 PRINT"▒  ▒ ▒ ▒▒ ▒ ▒  ▒  ▒ ▒  ▒  ▒ ▒    ▒"
50 PRINT"▒▒▒▒▒▒ ▒ ▒ ▒▒ ▒▒▒▒  ▒▒▒▒▒ ▒ ▒    ▒"
60 PRINT"▒    ▒ ▒  ▒ ▒▒▒▒  ▒   ▒ ▒▒▒ ▒▒▒▒"
70 FORH=1TO500:NEXTH
80 FORH=1TO39:MUSIC"_A1":PRINT".";:NEXTH
90 PRINT"▒     MOVE BAT:Z-LEFT,C-RIGHT"
100 PRINT"▒    'SPACE' BAR TO FIRE BALL."
110 PRINT"▒     (1/2) PLAYERS?"
120 GETPL:IF(PL<1)+(PL>2)THEN120
130 PRINT"▒"
140 SC(1)=0:SC(2)=0:T(1)=0:T(2)=29:M=55130:B=0:GOSUB560
150 FORI=1TO5
160 FORJ=1TOPL
170 FORH=1TO5:PRINT"▒";TAB(T(J)+7);" ";:MUSIC"-A1":PRINT"▒▒";J:NEXTH
180 GOSUB1160
190 X=54514:Y=25
200 REM*********MOVE-BALL************
210 X=X+X1:Y=Y+Y1:POKEX+Y-X1-Y1,64:POKEX+Y,71
220 REM*********HIT-WALLS************
230 IFPEEK(X+Y+X1)=208THENX1=X1*-1
240 IFPEEK(X+Y+X1+Y1)=208THENY1=Y1*-1
250 REM*********MOVE-BAT*************
260 GETZ$
270 IFPEEK(17828)=90THENPOKEM+1,64:M=M-1:IFM=55121THENM=M+1
280 IFPEEK(17828)=67THENPOKEM-1,64:M=M+1:IFM=55139THENM=M-1
290 POKEM-1,211:POKEM,211:POKEM+1,211
300 REM*********CHECK-BAT************
310 IFX+Y+Y1=MTHENX1=0:Y1=-40
320 IF(X+Y+Y1=M-1)+(X+Y+Y1+X1=M-1)THENX1=1:Y1=-40
330 IF(X+Y+Y1=M+1)+(X+Y+Y1+X1=M+1)THENX1=-1:Y1=-40
340 REM*********CHECK-PIN************
350 IFPEEK(X+Y+X1)=68GOSUB810
360 IFPEEK(X+Y+X1+Y1)=68GOSUB870
370 IFPEEK(X+Y+X1+Y1)=72GOSUB930
380 REM*********LOST-BALL************
390 IFX+Y<55152THEN210
400 GOSUB1040
410 NEXTJ:NEXTI
420 REM*********END-ROUTINE**********
430 FORJ=1TO2
440 IFSC(J)>HITHENHI=SC(J):PRINT"▒▒▒▒▒▒";TAB(30);HI;"▒▒";TAB(T(J));"HI-SCORE"
450 NEXTJ
460 IF(SC(1)>=SC(2))*(PL=2)THENPRINT"▒";TAB(T(1));"WELLDONE"
470 IFSC(2)>=SC(1)THENPRINT"▒";TAB(T(2));"WELLDONE"
480 PRINT"▒▒▒▒▒▒▒▒";TAB(31);"RESTART?"
490 PRINTTAB(33);"Y/N"
500 GETA$:IFA$=""THEN500
510 IFA$="N"THENPRINT"▒":END
520 PRINT"▒▒";TAB(30);" (1/2)  "
530 PRINTTAB(31);"PLAYERS?"
540 GETPL:IF(PL<1)+(PL>2)THEN540
550 GOTO140
560 PRINT"▒PLAYER 1▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒PLAYER 2"
570 PRINT"SCORE:  ▒▒▒▒▒◆◆▒◆◆◆▒◆◆▒▒▒▒▒SCORE:  "
```

Photographs by Keith Temple

```
580 PRINT" 000          ▒▒♦                   ♦▒▒ 000    "
590 PRINT"              ▒▒♦                   ♦▒▒"
600 PRINT"              ▒♦   ♦   ♦   ♦   ♦    ♦▒HI-SCORE:"
610 PRINT"              ▒♦   ♦          ♦    ♦▒"
620 PRINT"              ▒♦     ♦         ♦    ▒▒"
630 PRINT"        ▒▒▒▒          ♦     ♦      ▒▒"
640 PRINT"        ▒♦♦♦          ♦  ♦  ♦       ▒ ▒"
650 PRINT"        ▒              ♦     ♦      ▒ ▒"
660 PRINT"        ▒ ▒                         ▒ ▒"
670 PRINT"        ▒ ▒                         ▒ ▒"
680 PRINT"        ▒ ▒         ♦♦♦♦♦           ▒ ▒"
690 PRINT"        ▒ ▒         ▒▒▒▒▒           ▒ ▒"
700 PRINT"        ▒ ▒▒        ♦000♦          ▒▒ ▒"
710 PRINT"        ▒ ▒♦                       ♦▒ ▒"
720 PRINT"        ▒ ▒♦     ♦        ♦        ♦▒ ▒"
730 PRINT"        ▒ ▒♦    ♦     ♦     ♦      ♦▒ ▒"
740 PRINT"        ▒ ▒♦         ♦▒♦           ▒ ▒FIRE"
750 PRINT"        ▒ ▒▒                      ▒▒▒▒▒▒"
760 PRINT"        ▒ ▒                      ↑▒▒▒▒▒ ▒"
770 PRINT"        ▒ ▒          ▁▁▁          ▒ ▒▒▒▒▒ ▒"
780 PRINT"        ▒                                ▒"
790 PRINT"        ▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒":RETURN
800 REM*********PIN-ROUTINE*********
810 POKE X+Y+X1,74
820 SC(J)=SC(J)+200:GOSUB1020:MUSIC"_E1"
830 POKE X+Y+X1,68
840 X1=X1*-1:Y1=SGN(INT(RND(1)*5)-1)*40
850 IF(PEEK(X+Y+X1+Y1)=208)+(PEEK(X+Y+X1+Y1)=68)THEN840
860 RETURN
870 POKE X+Y+X1+Y1,74
880 SC(J)=SC(J)+200:GOSUB1020:MUSIC"‾E1"
890 POKE X+Y+X1+Y1,68
900 X1=INT(RND(1)*3)-1:Y1=Y1*-1
910 IF(PEEK(X+Y+X1+Y1)=208)+(PEEK(X+Y+X1+Y1)=68)THEN900
920 RETURN
930 POKEX+Y,64
940 FORH=1TO10
950 POKE X+Y+X1+Y1,107
960 SC(J)=SC(J)+300:GOSUB1020
970 POKE X+Y+X1+Y1,72
980 USR(68)
990 NEXTH
1000 MUSIC"‾A1":X1=0:Y1=40:RETURN
1010 REM*********SCORE-ROUTINE*********
1020 PRINT"▯▯▯";TAB(T(J));SC(J):RETURN
1030 REM********LOST-BALL-ROUTINE*****
1040 FORH=1TO30:POKE55197+H,164:MUSIC"_A1":NEXTH:MUSIC"‾B1"
1050 X1=1:Y1=0:Y=Y+1
1060 POKEX+Y-X1-Y1,64:POKEX+Y,71
1070 FORH=1TO50:NEXTH
1080 X=X+X1:Y=Y+Y1
1090 IF(PEEK(X+Y)=208)+(PEEK(X+Y)=71)THEN1110
1100 GOTO1060
1110 FORH=30TO1STEP-1:POKE55197+H,165:MUSIC"‾B1":NEXTH
1120 IF(PL=2)*(J=1)THENPOKE54082+B,71
1130 IFPL=1THENB=B-1
1140 RETURN
1150 REM*********LOAD-BALL-ROUTINE****
1160 FLAG=1
1170 GETZ$
1180 IFPEEK(17828)=32THENPOKE54077,64:POKE54117,80:POKE53556,64
1190 IFPEEK(17828)=32THENPOKE54077,71:POKE54082+B,64:FLAG=0:GOTO1170
1200 IFFLAG=1THEN1170
1210 IF(PL=2)*(J=2)THENB=B-1
1220 POKE54117,64:POKE54077,80
1230 X=54037:Y=0:X1=0:Y1=-40
1240 FORH=1TO11:X=X+X1:Y=Y+Y1:POKEX+Y-X1-Y1,64:POKEX+Y,71:NEXTH
1250 X1=-1:Y1=-40
1260 X=X+X1:Y=Y+Y1:POKEX+Y-X1-Y1,64:POKEX+Y,71
1270 X=X+X1:Y=Y+Y1:POKEX+Y-X1-Y1,68:POKEX+Y,71:RETURN
```



Illustration: Dorian Cross

```
 10 GO SUB 9000: REM graphics
 20 LET h=0: BORDER 0: PAPER 4: CLS
 30 CLS : PRINT AT 0,8;"drABBIT RAIDd": GO SUB 8500: REM initialize
 40 LET s=0: PRINT #0;"weasel speed (1=fast-9=slow)": PAUSE 0: LET k=CODE INKEY$-48: IF NOT k OR k>9 THEN  INPUT "                    ": GO TO 40
 50 INPUT "                    "
 60 LET v=5: LET w=5
 70 FOR n=1 TO 5: PRINT AT n,0; PAPER 5,,: NEXT n
 75 PRINT AT 2,15; PAPER 8;"HI ";h
 80 LET x=20: LET y=29
 100 FOR j=29 TO 1 STEP -1: PRINT AT 5,j; PAPER 5; INK 4;" f";AT 5,j; INK 0;"e"
 110 GO SUB 200: REM move rabbit
 120 PRINT AT x,y; PAPER 8; INK 7;"b"
 125 LET s=s+1: PRINT  PAPER 5;AT 2,0;"1UP ";s
 130 BEEP .0005,60
 135 IF x=v AND y=w THEN  GO TO 7000
 140 GO SUB 300: REM alter maze
 145 LET k=k-.001
 150 IF x=5 AND y=j THEN  GO TO 7000
 160 GO SUB 400: PRINT AT v,w; PAPER 8; INK 6;"a":
```

```
 170 PRINT AT x,y; PAPER 8;" "
 180 NEXT j
 190 PRINT AT 5,1; PAPER 5; INK 4;"f": GO TO 100
 200 IF INKEY$="5" AND m$(x,y-1)<>"h" THEN  LET y=y-1
 210 IF INKEY$="8" AND m$(x,y+1)<>"h" THEN  LET y=y+1
 220 IF INKEY$="7" AND m$(x-1,y)<>"h" THEN  LET x=x-1
 230 IF INKEY$="6" AND m$(x+1,y)<>"h" THEN  LET x=x+1
 235 IF m$(x,y)="f" THEN  LET s=s+10
 240 IF m$(x,y)="g" THEN  GO TO 7000
 250 IF m$(x,y)="d" THEN  LET s=s+100: LET m$(x,y)=" ": BEEP 0.5,0: BEEP 0.0125,30
 299 RETURN
 300 IF RND<.9 THEN  RETURN
 305 LET a=INT (RND*14)+6: LET b=INT (RND*27)+2
 307 IF RND<.5 THEN  GO TO 320
 310 LET m$(a,b)="h": PRINT AT a,b;"h"
 315 RETURN
 320 LET m$(a,b)="g": PRINT AT a,b;"g"
 325 IF RND<.7 THEN  RETURN
 330 LET m$(a,b)="d": PRINT AT a,b; INK RND*3;"d"
 399 RETURN
 400 PRINT  PAPER 8;AT v,w;m$(v,w)
```



BY RICHARD CLEGG

RUNS ON A SPECTRUM IN 16K

Peter Rabbit never had to put up with this! Here I am stuck in this maze of a rabbit warren, hunting for the rest of the bunnies while a nasty little weasel snaps at my fluffy white bob-tail! Fortunately there are a few nice cabbages to munch at as I rush through the warren chased by that awful weasel.

I also have to watch out for ferret holes too — as if I didn't already have enough to worry about! That lot from Watership Down didn't know when they were well off! I'll have to dash — the lawnmower is coming!

Can you help Benjamin Bunny make his way through the maze-like rabbit warren picking up bonus bunnies and munching cabbages along the way?

Variables

h = high score.
s = score.
k = weasel speed.
v, w = weasel location.
x, y = rabbit location.
j = loop to. print lawnmower
M$ = string for maze.
a, b = position to change maze.
g = graphic loop.
l = general purpose loop.

30 2 graphic "D"s
100 graphic "F" and graphic "E"
120 graphic "B"
160 graphic "A"
190, 200, 210, 220 graphic "H"
235 graphic "F"
240 graphic "G"
250 graphic "D"
310 2 graphic "H"s
320 2 graphic "G"s
330 2 graphic "D"s
8505 52 graphic "H"s
8520 32 graphic "H"s
8525 graphic "H" 30 graphic "F"s graphic "H"

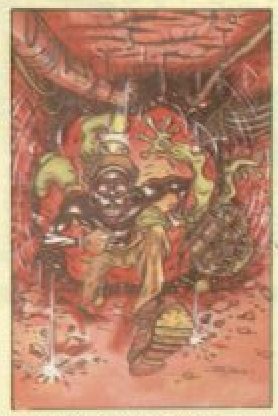
Rabbit Raid

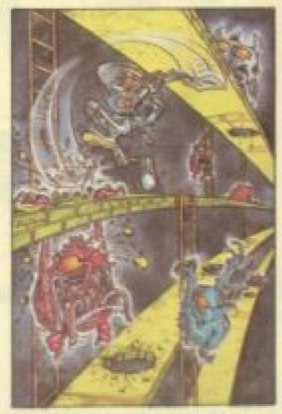
```
 410 IF RND<(k/10) THEN  RETURN
 420 IF x<v THEN  LET v=v-1
 430 IF x>v THEN  LET v=v+1
 440 IF y>w THEN  LET w=w+1
 450 IF y<w THEN  LET w=w-1
 460 IF x=v AND y=w THEN  GO TO
7000
 470 RETURN
7000 FOR l=15 TO 1 STEP -1: BEEP
 0.01,l: NEXT l: CLS : PRINT "SC
ORE:";s: IF s>h THEN  PRINT "A N
EW HI'SCORE": LET h=s
7010 PRINT "PRESS ANY KEY FOR AN
OTHER GAME": PAUSE 0
7015 CLS
7020 GO TO 30
8500 DIM m$(21,31)
8505 LET m$(21)="hhhhhhhhhhhhhhh
hhhhhhhhhhhhhhhh"
8510 FOR n=5 TO 21: LET m$(n,1)=
"h": LET m$(n,31)="h": NEXT n
8520 LET m$(4)="hhhhhhhhhhhhhhhh
hhhhhhhhhhhhhhh"
8525 LET m$(5)="hfffffffffffffff
fffffffffffffh"
8530 FOR n=1 TO 100: LET m$(INT
(RND*14)+6,INT (RND*30)+1)="h":
NEXT n
8540 FOR n=6 TO 21: PRINT AT n,0
;" ";m$(n): NEXT n
8550 RETURN
9000 FOR g=1 TO 7: READ a$: FOR
n=0 TO 7: READ a: POKE USR a$+n,
a: NEXT n: NEXT g
9010 DATA "A",0,BIN 01000010,BIN
 01100110,BIN 01111110,BIN 01011
010,BIN 01111110,BIN 01000010,BI
N 01111110
9020 DATA "B",0,BIN 00100100,BIN
 00100100,BIN 00111100,BIN 11011
011,BIN 01111110,BIN 11000011,BI
N 00111100
9030 DATA "D",BIN 00100100,BIN 0
0100100,BIN 00111100,BIN 0101101
0,BIN 00111100,BIN 01111110,BIN
01111110,BIN 00111100
9040 DATA "E",BIN 00001000,BIN 0
0000100,BIN 00001010,BIN 0001000
1,BIN 01110000,BIN 11110000,BIN
11110000,BIN 01100000
9050 DATA "F",0,0,0,0,BIN 000110
00,BIN 00111100,BIN 00111100,BIN
 00011000
9060 DATA "G",BIN 00111100,BIN 0
1111110,255,255,255,255,BIN 0111
1110,BIN 00111100
9070 DATA "H",0,0,BIN 00011000,B
IN 00111100,BIN 00111100,BIN 000
11000,0,0
9499 RETURN
```

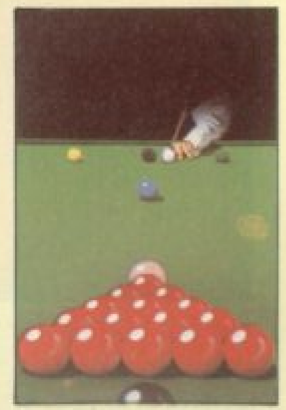


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Visions **Pitman 7**. is just one of 3 new exciting games from Visions.
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PITMAN SEVEN VS-01-48


SHEER PANIC VS-02-16


SNOOKER VS-03-1/4

VISIONS (SOFTWARE FACTORY) LTD
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The tunnel is almost complete and we have all the equipment together ready for the escape attempt tonight. We hope that it's cloudy — the tunnel exit is very close to the castle wall and any moonlight would make it easy for the guards to spot us as we run for the trees . . . All we can do now is wait . . .

Colditz Castle is supposed to be escape proof — can you prove the German High Command wrong by leading your team of prisoners of war under the walls? This is a classic Adventure style game — so as in all good Adventures you must collect equipment and plan your escape bid before making the final attempt.

You have to find the best way past guards and their dogs and reach the castle walls. Once outside you still can't relax as you must follow a safe path to freedom. Well, can you escape from the supposedly escape proof castle?

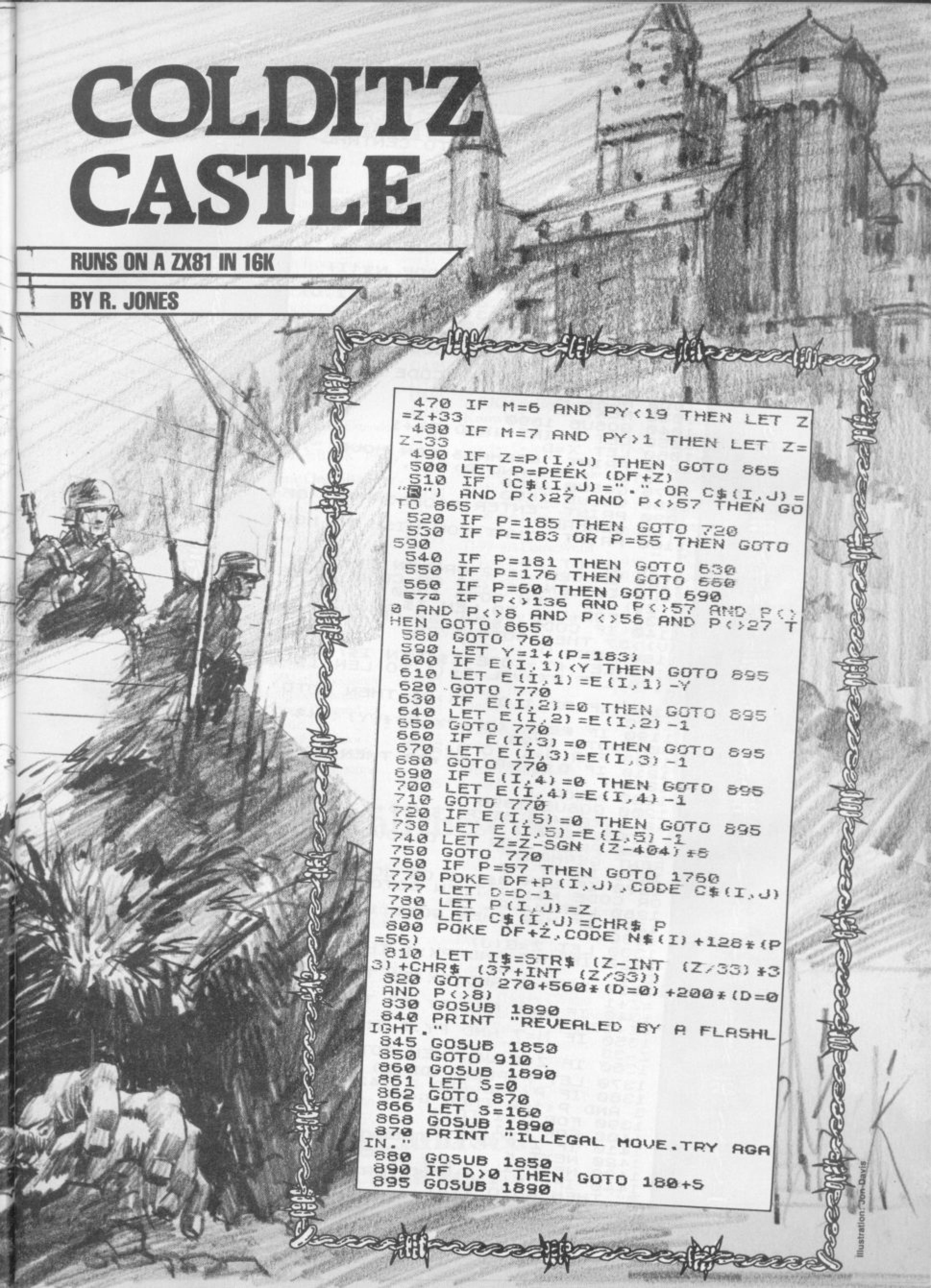
```
10 REM COLDITZ CASTLE
30 GOSUB 1930
40 FOR I=1 TO N
50 LET D=INT (RND*6)+1
60 LET X=D
70 GOSUB 1890
80 PRINT N$(I);" MOVE ";D;" STEP";"S" AND D>1;"."
90 IF D<>1 AND D<>6 THEN GOTO 175
100 LET S=RND
110 LET R=5
120 IF S>.08 THEN LET R=4
130 IF S>.26 THEN LET R=3
140 IF S>.51 THEN LET R=2
150 IF S>.74 THEN LET R=1
160 PRINT "YOU GAINED ";E$(R)
170 LET E(I,R)=E(I,R)+1
175 GOSUB 1850
180 GOSUB 1890
190 PRINT "ENTER COORDINATES OF THE P.O.W."
200 PRINT "THAT YOU WISH TO MOVE"
205 LET P=0
210 INPUT I$
220 IF LEN I$<2 OR LEN I$>3 THEN GOTO 860
230 IF CODE I$(LEN I$)<38 OR CODE I$(LEN I$)>56 THEN GOTO 860
240 FOR V=1 TO LEN I$-1
250 IF CODE I$(V)<28 OR CODE I$(V)>37 THEN GOTO 860
260 NEXT V
270 LET PY=CODE I$(LEN I$)-37
280 LET PX=VAL I$(1 TO LEN I$-1)
290 IF PX<1 OR PX>31 THEN GOTO 860
300 IF PEEK (DF+PX+PY*33)<>CODE N$(I)+128 AND PEEK (DF+PX+PY*33)<>CODE N$(I) THEN GOTO 860
310 FOR J=1 TO 4
320 IF P(I,J)=PX+33*PY THEN GOTO 340
330 NEXT J
340 GOSUB 1890
350 PRINT "STEP ";X-D+1;",ENTER DIRECTION"
360 PRINT "OR 9 TO MOVE A DIFFERENT P.O.W."
370 INPUT M$
380 IF LEN M$<>1 OR CODE M$<28 OR CODE M$>37 THEN GOTO 866
390 LET M=VAL M$
400 IF M<>9 THEN GOTO 430
410 IF D>0 AND P<>8 THEN GOTO 180
420 GOTO 830+(P<>8)*200
430 LET Z=P(I,J)
450 IF M=5 AND PX>1 THEN LET Z=Z-1
460 IF M=8 AND PX<31 THEN LET Z=Z+1
```



COLDITZ CASTLE

RUNS ON A ZX81 IN 16K

BY R. JONES



```
 470 IF M=6 AND PY<19 THEN LET Z
=Z+33
 480 IF M=7 AND PY>1 THEN LET Z=
Z-33
 490 IF Z=P(I,J) THEN GOTO 865
 500 LET P=PEEK (DF+Z)
 510 IF (C$(I,J)="." OR C$(I,J)=
"R") AND P<>27 AND P<>57 THEN GO
TO 865
 520 IF P=185 THEN GOTO 720
 530 IF P=183 OR P=55 THEN GOTO
590
 540 IF P=181 THEN GOTO 630
 550 IF P=176 THEN GOTO 660
 560 IF P=60 THEN GOTO 690
 570 IF P<>136 AND P<>57 AND P<>
0 AND P<>8 AND P<>56 AND P<>27 T
HEN GOTO 865
 580 GOTO 760
 590 LET Y=1+(P=183)
 600 IF E(I,1)<Y THEN GOTO 895
 610 LET E(I,1)=E(I,1)-Y
 620 GOTO 770
 630 IF E(I,2)=0 THEN GOTO 895
 640 LET E(I,2)=E(I,2)-1
 650 GOTO 770
 660 IF E(I,3)=0 THEN GOTO 895
 670 LET E(I,3)=E(I,3)-1
 680 GOTO 770
 690 IF E(I,4)=0 THEN GOTO 895
 700 LET E(I,4)=E(I,4)-1
 710 GOTO 770
 720 IF E(I,5)=0 THEN GOTO 895
 730 LET E(I,5)=E(I,5)-1
 740 LET Z=Z-SGN (Z-404)*6
 750 GOTO 770
 760 IF P=57 THEN GOTO 1760
 770 POKE DF+P(I,J),CODE C$(I,J)
 777 LET D=D-1
 780 LET P(I,J)=Z
 790 LET C$(I,J)=CHR$ P
 800 POKE DF+Z,CODE N$(I)+128*(P
=56)
 810 LET I$=STR$ (Z-INT (Z/33)*3
3)+CHR$ (37+INT (Z/33))
 820 GOTO 270+560*(D=0)+200*(D=0
AND P<>8)
 830 GOSUB 1890
 840 PRINT "REVEALED BY A FLASHL
IGHT."
 845 GOSUB 1850
 850 GOTO 910
 860 GOSUB 1890
 861 LET S=0
 862 GOTO 870
 866 LET S=160
 868 GOSUB 1890
 870 PRINT "ILLEGAL MOVE.TRY AGA
IN."
 880 GOSUB 1850
 890 IF D>0 THEN GOTO 180+S
 895 GOSUB 1890
```

Illustration: Jon Davis

```
900 PRINT "MAN WITHOUT ESCAPE EQUIPMENT."
910 PRINT "RETURNED TO CENTRAL COURTYARD."
912 GOSUB 1850
915 LET CX=INT (RND*4)+16
920 LET CY=INT (RND*4)+9
925 IF PEEK (DF+33*CY+CX)<>136 THEN GOTO 915
930 FOR D=1 TO 5
935 POKE DF+P(I,J),CODE N$(I)+128
940 POKE DF+P(I,J),CODE N$(I)
950 NEXT D
960 POKE DF+P(I,J),CODE C$(I,J)
970 LET P(I,J)=33*CY+CX
980 LET C$(I,J)="▒"
990 FOR D=1 TO 5
995 POKE DF+P(I,J),CODE N$(I)+128
1000 POKE DF+P(I,J),CODE N$(I)
1002 NEXT D
1030 NEXT I
1040 GOSUB 1890
1050 LET D=INT (RND*6)+1
1060 LET X=D
1070 PRINT "GERMANS CAN MOVE ";D;" STEP";"S" AND D>1;"."
1075 GOSUB 1850
1080 GOSUB 1890
1090 PRINT "ENTER COORDINATES OF THE GERMAN"
1100 PRINT "THAT YOU WISH TO MOVE:"
1110 INPUT I$
1120 IF LEN I$<2 OR LEN I$>3 OR CODE I$(LEN I$)<38 OR CODE I$(LEN I$)>56 THEN GOTO 1720
1130 FOR V=1 TO LEN I$-1
1140 IF CODE I$(V)<28 OR CODE I$(V)>37 THEN GOTO 1720
1150 NEXT V
1160 LET PY=CODE I$(LEN I$)-37
1170 LET PX=VAL I$(1 TO LEN I$-1)
1180 IF PX<1 OR PX>31 THEN GOTO 1720
1190 IF PEEK (DF+PX+33*PY)<>44 THEN GOTO 1720
1200 FOR J=1 TO N*2+3
1210 IF G(J)=PX+PY*33 THEN GOTO 1230
1220 NEXT J
1230 GOSUB 1890
1240 PRINT "STEP ";X-D+1;",ENTER DIRECTION"
1250 PRINT "OR 9 TO MOVE A DIFFERENT GERMAN."
1260 INPUT M$
1270 IF LEN M$<>1 OR CODE M$<33 OR CODE M$>37 THEN GOTO 1726
1280 LET M=VAL M$
1290 IF M=9 THEN GOTO 1080+(D=0)*630
1300 LET Z=G(J)
1320 IF M=5 AND PX>1 THEN LET Z=Z-1
1330 IF M=8 AND PX<31 THEN LET Z=Z+1
1340 IF M=6 AND PY<19 THEN LET Z=Z+33
1350 IF M=7 AND PY>1 THEN LET Z=Z-33
1360 IF Z=G(J) THEN GOTO 1727
1370 LET P=PEEK (DF+Z)
1380 IF P<>38 AND P<>42 AND P<>43 AND P<>40 THEN GOTO 1660
1390 FOR I=1 TO 4
1400 FOR K=1 TO 4
1410 IF Z=P(I,K) THEN GOTO 1440
1420 NEXT K
1430 NEXT I
1440 IF C$(I,K)="S" OR C$(I,K)="▒" THEN GOTO 1727
```

NEXT MONTH IN COMPUTER & VIDEO GAMES

CHRISTMAS SPECTACULAR

A bumper bundle of festive fun is coming your way next issue. There will be competitions galore, new features and much much more. Read on for details!

WIN G7000s!

We've got two Philips video games systems to give away in our Terrahawks contest. Watch out for the show on TV and then try to win . . .

WIN AN ADAM COMPUTER SYSTEM

Three Coleco ADAM Family Computer Systems in our special mystery screen competition. This new micro-system has caused quite a stir in the States and comes complete with all peripherals!

WIN GAMES!

Six copies of Vision's new Snooker game, signed by master of the cue Steve Davies. Can you spot the ball?

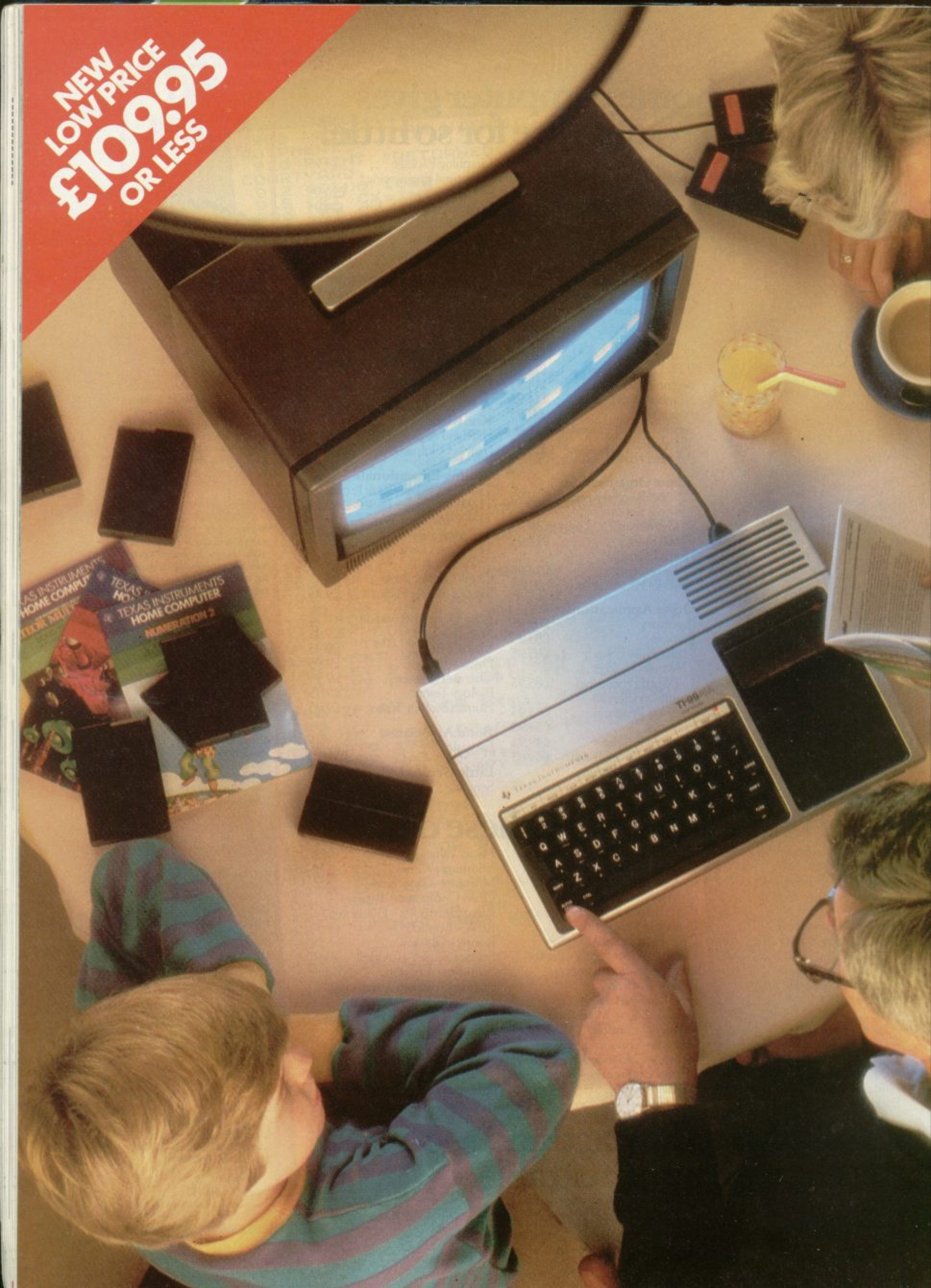
NEW IMPROVED REVIEWS

We expand our software reviews section to bring you an even better idea of the best games around.

FINALLY . . .

Games listings for the Spectrum, Texas, Atari, Sharp, ZX81, BBC and others. Can you afford to miss it?

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The TI Home Computer is a real computer system

The TI Home Computer has got the memory power you might expect from more expensive computers, built in. At its heart is a powerful TMS 9900 16-BIT Microprocessor. Most other home computers have only an 8-BIT. And you can expand the memory from 16K of RAM up to 52K.

The total memory capacity is 114K Bytes.

A wide range of software for everyone

Another feature that makes the TI system so powerful, yet so easy to use is Solid State Software.™ These plug-in cartridges cover everything from space games like Parsec™ to teaching maths, managing home finances and composing music. And the range is getting wider all the time.

It even has what professionals look for in a home computer

CPU: TMS 9900 16-BIT, plus 256-byte Scratchpad RAM.
Memory: Total 114K bytes; 26K bytes ROM internal; up to 36K ROM cartridges external; 16K built-in RAM expandable to 52K bytes.
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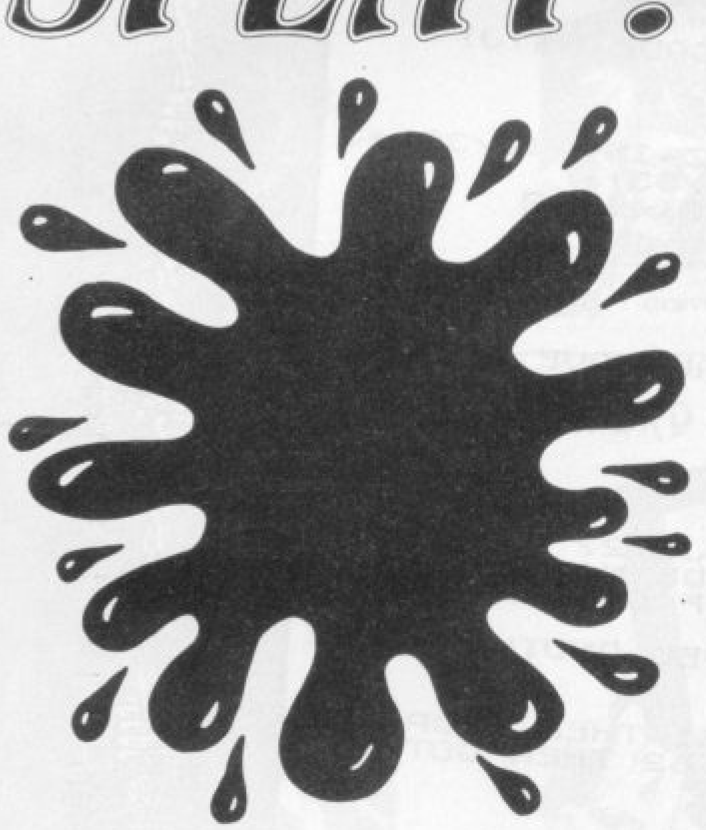
```
1450 GOSUB 1890
1460 PRINT N$(I);" P.O.W. CAPTUR
ED."
1470 PRINT "RETURNED TO CENTRAL
COURTYARD."
1480 LET CX=INT (RND*4)+16
1490 LET CY=INT (RND*4)+9
1500 IF PEEK (DF+CX+33*CY)<>136
THEN GOTO 1480
1510 FOR D=1 TO 5
1520 POKE DF+P(I,K),CODE N$(I)+1
28
1530 POKE DF+P(I,K),CODE N$(I)
1540 NEXT D
1550 LET P(I,K)=33*CY+CX
1560 FOR D=1 TO 5
1570 POKE DF+P(I,K),CODE N$(I)+1
28
1580 POKE DF+P(I,K),CODE N$(I)
1590 NEXT D
1600 POKE DF+Z,44
1610 POKE DF+G(J),CODE G$(J)
1620 LET G$(J)=C$(I,K)
1630 LET C$(I,K)="▒"
1640 LET G(J)=Z
1650 GOTO 1740      P<>55 AND P<>0
1660 IF P<>55 AND P<>27 AND P<>57 AN
 AND P<>8 AND P<>176 AND P<>181 AN
D P<>60 AND THEN GOTO 1727
D P<>183
1670 POKE DF+Z,44
1680 POKE DF+G(J),CODE G$(J)
1690 LET G(J)=Z
1700 LET G$(J)=CHR$ P
1702 LET D=D-1
1705 LET I$=STR$ (Z-INT (Z/33)*3
3)+CHR$ (37+INT (Z/33))
1710 GOTO 1230-(D=0)*1190
1720 GOSUB 1890
1723 LET S=0
1725 GOTO 1730
1728 LET S=150
1729 GOSUB 1890
1730 PRINT "ILLEGAL MOVE.TRY AGA
IN."
1731 GOSUB 1880
1732 GOTO 1090+S
1740 GOSUB 1880
1750 GOTO 40
1760 GOSUB 1890
1764 POKE DF+P(I,J),27
1766 POKE DF+Z,CODE N$(I)
1770 PRINT "END OF GAME.A PRISON
ER HAS"
1780 PRINT "ESCAPED.ANOTHER GAME
 ? Y OR N."
1790 INPUT V$
1800 IF CODE V$=51 THEN STOP
1810 IF CODE V$<>62 THEN GOTO 17
90
1820 CLS
1830 CLEAR
1840 GOTO 10
1850 FOR L=1 TO 80
1860 NEXT L
1870 RETURN
1880 GOSUB 1850
1890 PRINT AT 20,0;"

1900 PRINT AT 21,0;"

1910 PRINT AT 19,0
1920 RETURN
1930 PRINT "COLDITZ CASTLE"
1940 PRINT AT 3,0;"WOULD YOU LIK
E INSTRUCTIONS ?"
1950 INPUT V$
1960 IF CODE V$=51 THEN GOTO 237
0
1970 IF CODE V$<>62 THEN GOTO 19
40
1980 CLS
1990 PRINT "BETWEEN 2 AND 5 PEOP
LE MAY PLAY"
```

£500 HI-SCORE PRIZE

SPLAT!



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* *

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DESPATCH BY RETURN POST

MICROMANIA

14 LOWER HILL ROAD, EPSOM, SURREY KT19 8LT

```
2000 PRINT "THIS GAME,1 AS THE G
ERMANS AND" "THE REST AS A SET OF
2010 PRINT
 POWS EACH." "THE OBJECT FOR THE P
2020 PRINT
OWS IS TO" "REACH TARGETS.""T"",
2030 PRINT
OUTSIDE THE" "CASTLE WALLS,AND THE
2040 PRINT
 GERMANS" "MUST STOP THEM."
2050 PRINT AT 8,0;"ON THROWING 1
2060 PRINT
 OR 6 POWS GAIN" "EQUIPMENT;I.E.1 OF T
2070 PRINT
HE FOLLOWING" "1) ROPES TO CLIMB WA
2080 PRINT
LLS:-" "   ONE REQUIRED FOR
2090 PRINT
A ""R"""
2100 PRINT "   TWO REQUIRED FOR
A ""R"""
2110 PRINT "2) PASSES TO GO THRO
UGH POINTS" "   MARKED ""P"""
2120 PRINT "3) KEYS TO GO THROUG
2130 PRINT
H POINTS" "   MARKED ""K"""
2140 PRINT "4) WIRECUTTERS TO GO
2150 PRINT
 THROUGH" "   POINTS MARKED ""W
2160 PRINT
"""
2170 PRINT AT 21,0;"NEWLINE TO C
ONTINUE"
2180 IF INKEY$="" THEN GOTO 2180
2190 CLS
2200 PRINT "OR THE LEAST LIKELY
BUT USEFUL" "5) TUNNEL EQUIPMENT
2210 PRINT
TO USE THE" "   TUNNEL.A POW WITH
2220 PRINT
 5) MAY LAND" "   ON A POINT MARKED
2230 PRINT
 ""T""" AND BE" "   AUTOMATICALLY TRA
2240 PRINT
NSPORTED TO" "   THE OTHER ""T"""
2250 PRINT
2260 PRINT AT 7,0;"N.B. EQUIPMEN
T IS NOT REUSABLE."
2270 PRINT "ANY POW FOUND ON A P
OINT"
2280 PRINT "REQUIRING EQUIPMENT
BUT WITHOUT"
2290 PRINT "IT,FOUND STOPPED ON
A FLASHLIGHT" """▒""",OR LANDED ON B
2300 PRINT
Y A GERMAN IS" "RETURNED TO THE CENT
2310 PRINT
RAL YARD."
2320 PRINT "ON A POINT MARKED ""
S""" A POW IS" "SAFE.ONCE OUTSIDE,OR
2330 PRINT
 ON THE" "OUTER WALLS A POW MU
2340 PRINT
ST FOLLOW" "THE PATHS MARKED "".
2350 PRINT
"";AND CANNOT" "RETURN UNLESS CAPTUR
2360 PRINT
ED."
2370 PRINT AT 21,0;"HOW MANY PEO
PLE TO PLAY ? 2 TO 5"
2380 INPUT Z$
2390 IF LEN Z$<>1 OR CODE Z$<30
OR CODE Z$>33 THEN GOTO 2380
2400 LET N=VAL Z$-1
2410 CLS
2420 PRINT "HANG ON A BIT"
2430 DIM P(4,4)
2440 DIM E(4,5)
2450 DIM G(3+N*2)
2460 DIM E$(5,16)
2470 DIM N$(4,8)
2480 DIM C$(4,4)
2490 DIM G$(3+N*2)
2500 FOR Z=1 TO 4
2510 FOR Y=1 TO 4
```

```
2520 LET C$(Z,Y)="▒"
2530 NEXT Y
2540 NEXT Z
2550 LET P$="ENGLISH AMERICANFRE
NCH   CANADIAN"
2560 FOR Z=1 TO 4
2570 LET N$(Z)=P$(Z*8-7 TO Z*8)
2580 NEXT Z
2590 LET P$="A ROPE          A P
ASS          A KEY           SOM
E WIRECUTTERSTUNNEL EQUIPMENT"
2600 FOR Z=1 TO 5
2610 LET E$(Z)=P$(Z*16-15 TO Z*1
6)
2620 NEXT Z
2630 PRINT "WHILE I SET THINGS R
OLLING"
2640 LET P$="0792363234694842091
9333761922054б"
2650 FOR Z=1 TO 3+N*2
2660 LET G(Z)=VAL P$(Z*3-2 TO Z*
3)
2670 NEXT Z
2680 LET P$="31334938141331434б3
8241231534737941531634б380414"
2690 FOR Z=1 TO 4
2700 FOR Y=1 TO 4
2710 LET P(Z,Y)=VAL P$(Z*12+Y*3-
14 TO Z*12+Y*3-12)
2720 NEXT Y
2730 NEXT Z
2740 LET DF=PEEK 16396+256*PEEK
16397+1
2750 CLS
2760 PRINT " 123456789012345678901234567890
01234567890 1"
2770 PRINT "A....  ██████████████
█***  ....T..  .  █S   S       █
2780 PRINT "B.  .
R   W..***  .
2790 PRINT "C. ██R██ █▀▀█ █▄▄▄▄█ █
█    **** W...   S
2800 PRINT "DT █ █K      █B
█  ▒▒▒▒   ***  "
2810 PRINT "E. ██P██▀█R█▄▄▄█ █▀ ▀█ █▀▀▀█
█████R███    *  "
2820 PRINT "F. █          S█ █ █ █
█    S█      *  "
2830 PRINT "G. █         █▀ █▄P▄▄█ ▄█
▙▄▙ █▀▀▀▀█R█  W. "
2840 PRINT "H. █ █▀▀█    ▐S ▙
 █K █P     █ *. "
2850 PRINT "I. ███▒▒S    ▙    █▀ ▒▒▒▒▒▒
 █▀ █▀ ▀█ █ *. "
2860 PRINT "J..▒▒▒█▄▄█  R █▀▀█ █ ▒▒▒▒▒▒
 ▙   S█K▄▄▄R█. "
2870 PRINT "K. █▒▒      █▀ S█ █ ▒▒▒▒▒▒
  █▄▄▄█     █. "
2880 PRINT "L..█T       █ █T█ ▙ ▒▒▒▒▒▒
 █▀     █▀▀█ █. "
2890 PRINT "M. ██P██▀▀▀▀▀▀▀▀▀▀▀▀▀▀
 █ █▀▀▀█ █S ██T"
2900 PRINT "N. █ █            ▀█ █▀▀▀█
 █▀ ▙S██K█████. "
2910 PRINT "O. █ ▙  █R▄▄▄▄▄▄█ █
   █  █B...    "
2920 PRINT "PT █    █..█B █P █K █
R████R███████*  . "
2930 PRINT "Q. ██P████.██████████████P█
  ▒▒▒▒    *  .           ..W
2940 PRINT "R.   .     .
  ▒▒▒▒    W..       ...T......  *
2950 PRINT "S....
**********"
2960 FOR I=1 TO N
2970 POKE DF+P(I,1),CODE N$(I)
2980 POKE DF+P(I,2),CODE N$(I)
2990 POKE DF+P(I,3),CODE N$(I)
3000 POKE DF+P(I,4),CODE N$(I)
3010 NEXT I
3020 FOR I=1 TO 3+N*2
3030 POKE DF+G(I),44
3040 NEXT I
3050 RETURN
```

ROLL OUT THE BARREL



Illustration: Terry Rogers

The Atmosphere in the pub is merry. Everyone is singing along with the juke box, joining in with favourite oldies. But then — horrors! The beer has run out! It's your job as landlord to nip down in to the cellar and bring up a new barrel. But as you have been joining in the celebrations too, your vision is a bit blurred and your reactions a bit slower than usual.

Down in the cellar you make a fatal mistake — and start a landslide of barrels. You must run as fast as possible to escape the barrels and climb the ladders back to the safety of the bar — avoiding the falling barrels at the same time.

If you reach the bar you will be greeted by the pub band playing "Roll out the barrel" almost as if they knew what was going on all the time.

You get three lives and he must climb to the top of the cellar. The played must avoid the barrels which are moving down towards him by jumping them. If the player jumps too early and lands on a barrel or does not jump at all then he is hit and he looses a life.

The player will gain points however for climbing the ladders (10 for the first, 20 for the second and 30 for the third) and for reaching the top (1000 maximum). Also if he reaches the top he will get an extra life.

The man will move left with the left cursor key and right with the right cursor key. Both these controls will keep the player moving until another key is pressed. To make the man jump use the space bar and to make the man climb up or down a ladder use the up cursor key.

To convert the program to run in 16k, all pokes in the 46000-49000 region must be lowered by 8000 Hex. This is the only change that is needed.

BY MARTIN WOLFF

RUNS ON A ORIC-1 IN 7K

```
1 PRINT CHR$(6);CHR$(17):PAPER 0:INK 7
2 GOSUB 4000
5 DIM A$(16),A2$(16),A3$(16),A4$(16)
7 L=3:SC=0
10 FOR I=46856 TO 46927
20 READ A:POKE I,A
30 NEXT I
40 DATA 0,14,10,30,14,36,36,63,63,5,5,28,28,23,49,1
50 DATA 0,28,20,30,28,9,9,63,63,40,40,14,14,58,35,32
60 DATA 18,28,28,9,63,63,40,8,28,20,20,52,36,6,30,18
70 DATA 18,18,30,18,18,18,30,18,0,30,63,63,63,63,30,0
80 DATA 0,31,31,31,0,55,55,55
90 A$(1)="       H              H              H      "
100 FOR I=1 TO 15
110 A$(I+1)=RIGHT$(A$(I),1)+LEFT$(A$(I),47)
120 NEXT I
130 FOR I=1 TO 16
140 A2$(I)=LEFT$(A$(I),7)+"G"+RIGHT$(A$(I),40)
150 A2$(I)=CHR$(1)+MID$(A2$(I),2,38)
160 A3$(I)=LEFT$(A$(I),33)+"G"+RIGHT$(A$(I),14)
170 A3$(I)=CHR$(2)+MID$(A3$(I),2,38)
180 A4$(I)=CHR$(3)+MID$(A2$(I),2,38)
185 A$(I)=CHR$(4)+MID$(A$(I),2,38)
190 NEXT I
191 PLOT 0,20,CHR$(2)+"          HIT ANY KEY TO START"
192 GET A$
193 CLS
```

Program notes:

- 1-90 define characters
- 100-190 set up barrels
- 200-339 print display
- 340-500 main loop
- 500-600 jump
- 600-700 climb ladder
- 700-800 plot barrels
- 1000-2000 hit barrel
- 2000-3000 another game?
- 3000-4000 reached top of screen
- 4000-5000 instructions

```
                                                    IIIIIIIIIIIIIIIIIIIIIIIIIIIII
200 PRINT:PRINT:PRINT
210 PRINT CHR$(27);"P" CHR$(27);"FIIIIIGIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
IIII"
220 FOR I=1 TO 5
230 PRINT CHR$(27);"P";CHR$(27);"E           G"
                                               IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIG
240 NEXT I
250 PRINT CHR$(27);"P" CHR$(27);"FIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
IIII"                                                              G"
260 FOR I=1 TO 5
270 PRINTCHR$(27);"P";CHR$(27);"E
                                            IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
280 NEXT I
290 PRINT CHR$(27);"P" CHR$(27);"F.IIIIIGIIIIIIIIIIIIIIIIIIIIIIIIIIIII.
IIII"
300 FOR I=1 TO 5
310 PRINTCHR$(27);"P";CHR$(27);"E           G"
                                            IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
320 NEXT I
330 PRINTCHR$(27);"P" CHR$(27);"FIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
III"
335 FOR I=1 TO L:PLOT 20+I*2,22,97:PLOT 20+I*2,23,98:NEXT I
336 PLOT 15,23,"LIVES-"
337 PLOT 1,23,"SCORE-":PLOT 7,23,STR$(SC)
338 PLOT 20,22,2
339 A$=KEY$+KEY$+KEY$
340 B=48840:X=38:E=98:F=8289:C=40:A=0:I=0:V=0
350 A$=KEY$:IF A$="" THEN A$=B$:GOTO 380
360 IF A$=" " THEN 500
380 IF A$=CHR$(9)ANDD=0 THEN X=X-(X<38):B$=A$:F=25376:IF C=40 THEN
C=41
390 IF A$=CHR$(8)ANDD=0 THEN X=X+(X>1):B$=A$:F=8289:IF C=41 THEN C=
40
395 IF PEEK(B+X)=104 THEN 1000
400 A=A+1:GOTO 700
405 IF A$=CHR$(11) THEN 600
406 ON Z1 GOTO 650,620
410 IF D<>0 THEN 500
415 IF B+X=48158 T^EN 3000
420 IF PEEK(B+X)=104 THEN 1000
430 IF I=0 THEN POKE B+X,E:DOKE B+X-C,F:GOTO 350
440 GOTO 350
500 D=D+1:IFD=1THENB=B-&_0:
505 IF D=2 THEN SOUND 1,90,5
510 IF D=4 THEN POKE B+X-40,32:B=B+40:D=0:B$="":SOUND 1,0,0
520 GOTO 420
600 IF PEEK(B+X+40)<>103 AND PEEK(B+X)<>103 THEN 406
```

AGF

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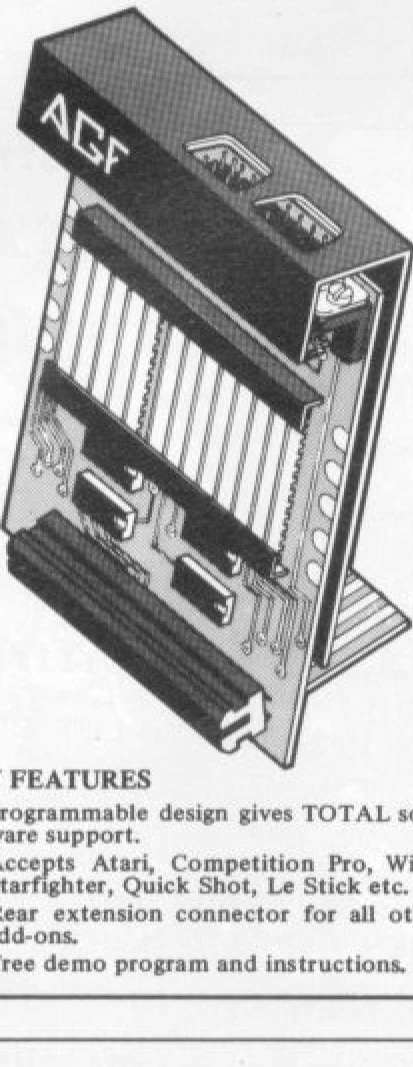
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```
605 IF E=98 THEN E=100:F=25376:C=41:GOTO 610
606 IF E=100 THEN E=98:F=8289:C=40
610 IF PEEK(B+X+40)=103 THEN Z1=1:GOTO 640
615 Z1=2
620 I=I+1 :POKEB+X+40,103:B=B-40:POKE B+X+40,102
625 POKE B+X,101
630 IFI=6 THEN I=0:B$="":POKE B+X+40,103:Z1=0:SOUND1,0,0:V=V+10:SC=
SC+V:GOTO410
632 SOUND 1,V*10+20,5
635 A$="":B$="":GOTO 410
640 POKE B+X-40,32:B=B+40:POKE B+X,102:POKE B+X-40,101
650 I=I+1 :POKE B+X,103:B=B+40:POKE B+X+40,102
660 POKE B+X,101:IF I=5 THEN I=0:B$="":Z1=0:V=V-10:SC=SC-V:GOTO 410
670 A$="":B$="":GOTO 410
700 PLOT 0,2,A$(17-A):PLOT 0,8,A2$(A)
710 PLOT 0,14,A3$(17-A):PLOT 0,20,A4$(A)
720 IF A=16 THEN A=0
730 GOTO 405
1000 SOUND 1,200,4:SOUND 2,500,7:SOUND 3,700,10
1010 PLAY 7,0,0,0
1020 FORI=1 TO 3:SOUND 1,100,10:WAIT 50:SOUND 1,200,10:WAIT 50:NEXT
 I
1025 SOUND 1,0,0:SOUND 2,0,0:SOUND 3,0,0
1030 L=L-1:CLS:IF L=0 THEN PRINT"YOUR SCORE WAS ";SC:GOTO 2000
1040 A$="":B$="":GOTO 200
2000 PRINT:PRINT"WOULD YOU LIKE TO PLAY AGAIN?"
2005 A$=KEY$+KEY$+KEY$
2010 GET A$:IF A$="Y" THEN PRINT CHR$(6)CHR$(17):RUN
2020 END
3000 CLS:SOUND 1,300,4:SOUND 2,200,8:SOUND 3,150,7
```



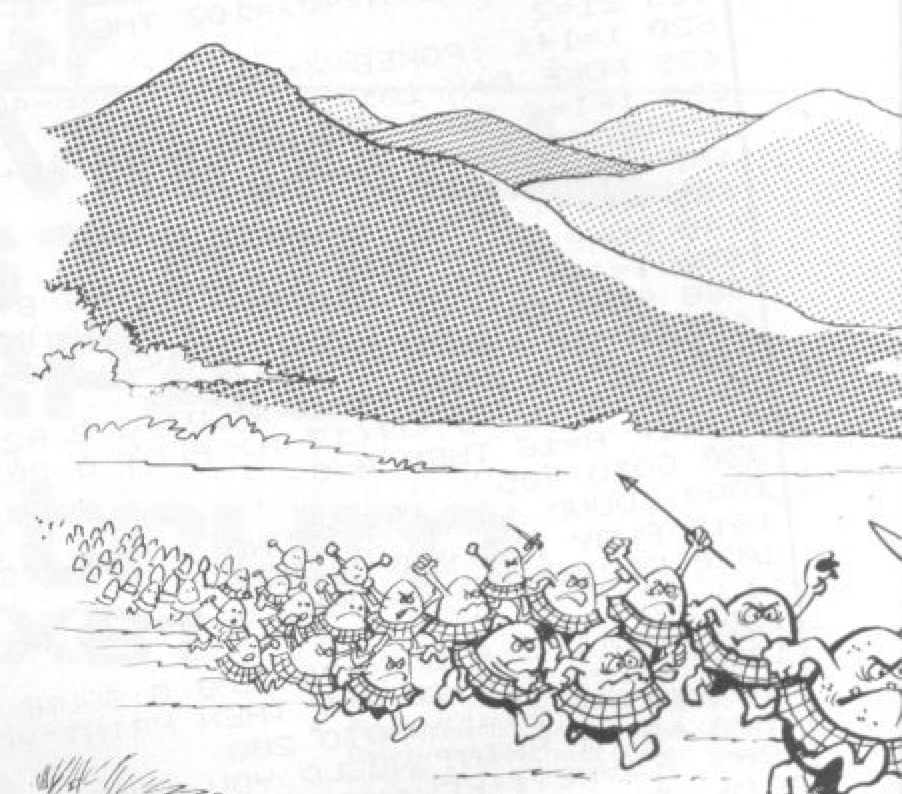
```
3010 PLAY 7,0,0,0
3020 C$="776797979765"
3030 D$="552252322323"
3040 FOR I=1 TO 12:A$=MID$(C$,I,1):B$=MID$(D$,I,1)
3050 PLAY 0,0,0,0:PLAY 7,0,0,0
3060 MUSIC 1,3,VAL(A$),10:WAIT VAL(B$)*10:NEXT I
3065 SC=SC+INT(RND(1)*10)*100
3068 L=L+1
3070 PRINT:PRINT:PRINT:PRINT
3075 PLOT 0,4,1
3080 PRINT"        W E L L     D O N E !!"
3085 PLOT 0,6,3
3090 PRINT:PRINT"   YOUR SCORE IS NOW ";SC;"POINTS"
3095 WAIT 100:SOUND 1,0,0:SOUND 2,0,0:SOUND 3,0,0
3100 WAIT 300:IF SC<2000 THEN CLS:GOTO 200
3110 PRINT:PRINT:PRINT"         THIS SEEMS TO EASY"
3120 PRINT"          TRY THIS."
3130 WAIT 100
3140 A$(1)="  H      H      H      H      H      H    "
3150 CLS:GOTO 100
4000 CLS
4010 PLOT 10,1,CHR$(5)+"ROLL OUT THE BARREL"
4020 PLOT 9,2,CHR$(3)+"==================="
4030 PLOT 0,4,"  IN THIS GAME YOU MUST CLIMB TO THE"
4040 PLOT 0,5,"TOP OF THE CELLAR AFTER AN ACCIDENT"
4050 PLOT 0,6,"THAT SET ALL THE BARRELS ROLLING DOWN"
4060 PLOT 0,7,"TOWARDS YOU.  TO AVOID BEING HIT BY THE"
4070 PLOT 0,8,"BARRELS YOU MUST JUMP THEM USING THE"
4080 PLOT 0,9,"SPACE BAR.  TO CLIMB THE LADDERS USE"
4090 PLOT 0,10,"THE UP CURSOR KEY.  TO MOVE LEFT AND"
4100 PLOT 0,11,"RIGHT,  USE THE LEFT AND RIGHT CURSOR"
4110 PLOT 0,12,"KEYS."
4120 PLOT 0,13,CHR$(6)+"   YOU WILL RECEIVE POINTS FOR CLIMBING"
4130 PLOT 0,14,CHR$(6)+"THE LADDERS AND REACHING THE TOP."
4140 PLOT 0,15,CHR$(1)+"   EACH TIME YOU REACH THE TOP YOU WILL"
4150 PLOT 0,16,CHR$(1)+"RECEIVE ANOTHER LIFE."
4160 RETURN
```



Hoots Mon! Those wee Haggises are at it again. Chasing me through the heather. It's always the same when the Haggis hunting season ends. They like to have their revenge!

This is an adaption of the arcade game called Mr Do which you may have seen in your local arcade. You control Billy Basher, the man hunted by Haggises, who travels around the screen picking up the smiling faces which appear. Behind him come the Haggises out for revenge. Billy has a supply of Haggis repellent, but this is limited. And then there is the spider — deadly to both Billy and the Haggises. Billy can lure the Haggises onto the spider for extra points. You get three lives and an extra man at 1,000, 3,000 and 9,000 points. Each smiling face collected is worth 10 points. Happy Haggis Hunting!

The Haggises are programmed to chase you most of the time — but will sometimes run away. Pressing shift releases the Haggis repellent — but you only have 10 units of this.



HAGGIS

```
   10REM  HAGGIS BASH
   20REM     BY LEIGH HUGILL  198
2
   30*FX15,1
   40SOUND2,-15,100,10:LL=3:NB=1
000:RR=0
   50MODE7:PRINTTAB(15,5);"PLAY"
:PRINTTAB(11,8);CHR$(141);"Haggi
s-Bash":PRINTTAB(11,9);CHR$(141)
;"Haggis-Bash"
   60PRINTTAB(10,15);"HIT A KEY"
:PRINTTAB(6,17);"FOR INSTRUCTION
S"
   70Z$=GET$
   80MODE1
   90SOUND2,-15,100,10
  100PROCCHAR
  110CLS:PRINTTAB(2,4);"YOU ARE 
BILLY BASHER TRAPPED IN A MINE";
TAB(2,6);"YOU MUST COLLECT THE B
ONUSES AND AVOID"
  120PRINTTAB(2,8);"THE HAGGISES
 AND SPIDERS"
  130PRINTTAB(5,10);N$;" HARRY H
AGGIS":PRINTTAB(5,12);F$;" THE B
ONUS":PRINTTAB(5,14);M$;" BILLY 
BASHER":PRINTTAB(8,28);"HIT A KE
Y TO BEGIN";TAB(5,16);CHR$(226);
CHR$(227);" SAMMY SPIDER"
  140PRINTTAB(6,19);"YOUR CONTRO
LS ARE";TAB(6,21);"'Z' TO GO LEF
T**'X' TO GO RIGHT";TAB(6,23);"'
:' TO GO UP ** '/' TO GO DOWN";T
AB(13,30);"* GOOD LUCK *";TAB(
6,25);"'SHIFT'=MONSTER REPELANT"
:G$=GET$:CLS
  150DIMQ%(4),E(4),W%(4),P%(30,3
0):S=0:SC=0:PROCCHAR:PROCMAZE
```

```
  160FOR sp=1 TOspeed:PROCMONO:P
ROCMAN:PROCSPIDER:NEXT:PROCMONO:
GOTO160
  170REM** MOVE YOUR MAN ACCORDI
NG **
  180REM** TO KEYBOARD COMMAND 
***
  190DEFPROCMAN:PRINTTAB(X,Y);"

":Z$=INKEY$(0):RRR=RR:RR=INKEY(-
1)

  200N=P%(X+1,Y):IF N<>1 AND N<>
5 AND N<>0 P%(X+1,Y)=ASC("Z")
  210N=P%(X,Y-1):IF N<>1 AND N<>
5 AND N<>0 P%(X,Y-1)=ASC("/")
  220N=P%(X,Y+1):IF N<>1 AND N<>
5 AND N<>0 P%(X,Y+1)=ASC(":")
  230N=P%(X-1,Y):IF N<>1 AND N<>
0 AND N<>5 P%(X-1,Y)=ASC("X")
  240IFZ$="Z"AND P%(X-1,Y)<>5 X=
X-1 ELSE IFZ$="X"AND P%(X+1,Y)<>
5 X=X+1 ELSE IFZ$=":"AND Y>3 Y=Y
-1 ELSE IFZ$="/"AND P%(X,Y+1)<>5
 Y=Y+1
  250*FX 15,1
  260IF S>=NB THEN NB=NB+NB*2:LL
=LL+1:PROCEX
  270IF P%(X,Y)>=0 SOUND1,-15,20
0,3
```

BY LEIGH HUGILL

RUNS ON A BBC B IN 25K



BASH

```
  280IF P%(X,Y)=1 S=S+10:C=C+1:S
OUND1,-15,1,4:SOUND1,-15,30,4:SO
UND1,-15,60,4
  290P%(X,Y)=ASC(Z$):IF C=40 THE
N PROCGO: PROCCHAR:PROCMAZE
  300PRINTTAB(1,2);"SCORE  ";S;"
  SCREEN  ";SC:PRINTTAB(X,Y);M$;
TAB(31,5);"REPELANT";TAB(35,6);R
;" ";TAB(31,8);"LIVES";TAB(31,9)
;STRING$(LL,M$);"     "
  310ENDPROC
  320DEFPROCMONO:FOR V=1 TO 4:IF
 monster<V monster=monster+0.03:
PRINTTAB(Q%(V),W%(V));"O":GOTO 4
30
  330Q=Q%(V):W=W%(V):N=P%(Q,W):P
RINTTAB(Q,W);" ":IF RR=-1  AND R
```

VARIABLES

P% (30,30)=position array. Q%(4)=haggises x co-ordinates. W%(4)=haggises y co-ordinates. x=Billy's x co-ordinates. y=Billy's y co-ordinates. S=score. SC=frame number. LL=lives left. R=repellent left. RR=status of shift key. RRR=old value of RR. E(4)=status of each haggis. C=number of collected faces. N=miscellaneous variables. Q=x co-ordinates of haggis in current use. W=Y-co-ordinates of haggis in current use. VARCHECK=old value of Q. VAR2=old value of W. SP=x co-ordinates of spider. SS=direction of spider. A,B=random variables. K,V=loop variables.

Illustration: Terry Rogers

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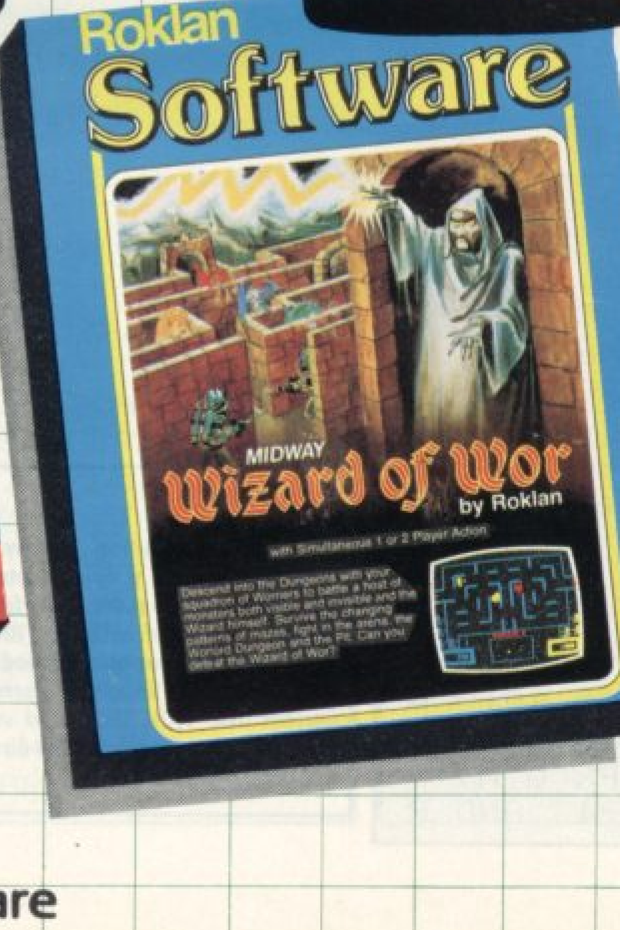
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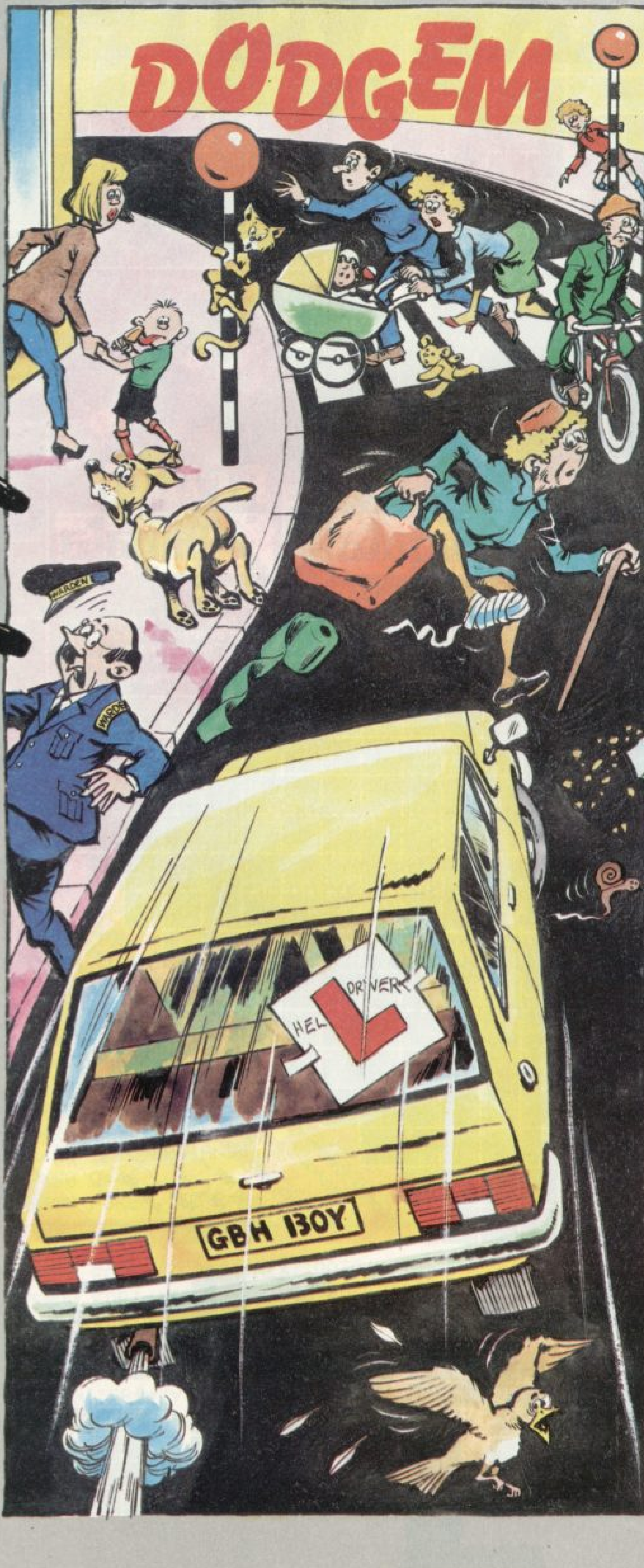
ALL ACTIONMASTER games are 100% machine code and are available for any Spectrum unless otherwise stated.

```
>0 R=R-1:E(V)=1
  335IF RRR=-1 AND R>0  E(V)=1
  340IF X=Q AND Y=W PROCDEAD
  350IF W=15 AND Q=SP OR W=15 AN
D Q=SP-1 OR W=15 AND Q=SP+1 Q=15
:W=15:S=S+50:PRINTTAB(Q,15);"50"
  360IF RND(10)=1 ANDE(V)=1 E(V)
=0
  370IF RND(30+SC*2)=1 ANDE(V)=0
 E(V)=1
  380IF  E(V)=1THEN PROCBACK:GOT
O410
  390varcheck=Q:var2=W
  400IF N=ASC("Z") Q=Q-1 ELSE IF
 N=ASC("X") Q=Q+1 ELSE IF N=ASC(
"/") W=W+1 ELSE IF N=ASC(":") W=
W-1
  410PRINTTAB(Q,W);N$:IF Q=X AND
 W=Y PROCDEAD
  420Q%(V)=Q:W%(V)=W
  430NEXT:ENDPROC
  440DEFPROCMAZE
  450FOR V=1 TO 4:E(V)=0:Q%(V)=1
5:W%(V)=5+V:NEXT
  460FOR V=1TO30
  470FOR K=1TO30 STEP 5
  480P%(V,K)=0:P%(V,K+1)=0:P%(V,
K+2)=0:P%(V,K+3)=0:P%(V,K+4)=0
  490NEXT:NEXT
  500FOR V=1TO30:PRINTTAB(0,V);X
$:T=T-1:PRINTTAB(15,V);" ":P%(15
,V)=ASC("/"):NEXT
  510FOR V=1 TO 30:PRINTTAB(V,15
);" ":NEXT
  520FORV=1 TO20
  530A=RND(26)+3:B=RND(26)+3:IF
NOT P%(A,B)=0 OR NOT P%(B,A)=0 O
R A=15 OR B=15 OR A=B THEN 530
  540PRINTTAB(A,B);F$:PRINTTAB(B
,A);F$:P%(A,B)=1:P%(B,A)=1:NEXT:
R=10
  550FOR AA=1 TO 30:PRINTTAB(0,A
A);CHR$(225);TAB(30,AA);CHR$(225
);TAB(AA,0);CHR$(225);TAB(AA,30)
;CHR$(225):P%(0,AA)=5:P%(30,AA)=
5:P%(AA,0)=5:P%(AA,30)=5:NEXT
  560SC=SC+1:monster=0:P%(15,2)=
5:P%(15,29)=5:speed=100-SC*10:IF
 speed<10 speed=10
  570ENDPROC
  580DEFPROCCHAR:VDU23,240,28,28
,8,62,93,28,20,54,23,242,&FF,&99
,&99,&FF,&18,&66,&81,&42,23,241,
247,203,219,189,189,124,124,124,
23,243,255,255,255,255,255,255,2
55,255,23;8202;0;0;0;
  590VDU23,225,170,85,170,85,170
,85,170,85,23,241,&FF,&99,&99,&F
F,&FF,&81,&C3,&FF,23,226,&7,&5,&
67,&51,&AF,&BF,&A0,&A0,23,227,&E
0,&A0,&E6,&8A,&F5,&FD,&5,&5
  600VDU23,229, &3C,&3C,&99,&C3,
&24,&18,&24,&C3
  610X=15:Y=25:T=0:SP=1:SS=1
```

```
  620N$=CHR$(242):X$=CHR$(243):F
$=CHR$(241):M$=CHR$(240)
  630FORV=1TO30:X$=X$+CHR$(243):
NEXT
  640C=0
  650ENDPROC
  660DEFPROCDEAD
  670PRINTTAB(10,9);"
":PRINTTAB(10,11);"           ":
PRINTTAB(10,10);"  GOT YOU  ":SO
UND 1,-15,100,10:PRINTTAB(X,Y);C
HR$(229)
  680LL=LL-1:IF LL=0:FORVV=1TO50
00:NEXT:CLS:PRINTTAB(10,10);" GA
ME OVER":PROCMAN:PRINTTAB(X,Y);"
 ":FOR VV=1 TO10000:NEXT:RUN
  690PROCCHAR:PROCMAZE:V=0:ENDPR
OC
  700END
  710DEFPROCBACK:varcheck=Q:var2
=W
  720IF N=ASC("Z") Q=Q+1 ELSE IF
 N=ASC("X") Q=Q-1 ELSE IF N=ASC(
"/") W=W-1 ELSE IF N=ASC(":") W=
W+1
  730IF P%(Q,W)=1 OR P%(Q,W)=0 O
R P%(Q,W)=5 Q=varcheck:W=var2
  740IF varcheck=Q AND var2=W:IF
 P%(Q-1,W)=ASC("X") Q=Q-1 ELSE I
F P%(Q+1,W)=ASC("Z") Q=Q+1 ELSE
IF P%(Q,W-1)=ASC("/") W=W-1  ELS
E IF P%(Q,W+1)=ASC(":") W=W+1
  750ENDPROC
  760DEFPROCSPIDER:PRINTTAB(SP,1
5);"    ":SP=SP+SS:IF SP=1 OR SP=
28 SS=-SS
  770IF SP=X AND Y=15 OR X=SP-1
AND Y=15 OR X=SP+1 AND Y=15 PROC
DEAD
  780PRINTTAB(SP,15);CHR$(226);C
HR$(227):ENDPROC
  790DEFPROCEX:FOR A=3 TO 29:PRI
NTTAB(1,A);"
          ":NEXT
  800PRINTTAB(10,5);"WELL DONE";
TAB(2,7);"YOU WIN EXTRA BILLY BA
SHER";TAB(6,25);"NEXT EXTRA AT";
NB
  810FORAA=1 TO 31+LL:PROCDEL(10
0):PRINTTAB(AA,10);" ";M$:NEXT:P
RINTTAB(AA,10);"    "
  820PROCCHAR:PROCMAZE:ENDPROC
  830DEFPROCDEL(DDD):FOR DDDD=1
TODDD:NEXT:ENDPROC
  840DEFPROCGO:FORZ=3 TO 29:PRIN
TTAB(2,Z);"
          ":NEXT:PRINTTAB(10,10);"J
OLLY GOOD SHOW";TAB(6,14);"GET R
EADY FOR FRAME   ";SC+1:ENDPROC
```

```
1 POKE36879,25:POKE52,29:POKE56,29:CLR:FORT=7432TO7463:READV:POKET,V:NEXT
4 POKE36869,255:GOSUB100:POKE36878,15
10 P=8207:K=-22:D=33:C=8186:L=33:V=-22:T=174:S1=36874:S2=36876:S3=36877
20 POKEP+K,D:P=P+K:POKEC+V,L:C=C+V:IFT=0THEN4000
30 IFPEEK(C+V)=DORP+K=CTHEN5000
40 GOSUB2000
50 IFPEEK(P+K)=174THENPOKES2,190:S=S+10:T=T-1:POKES2,0
55 IFPEEK(P+K)=170THENPOKES2,255:S=S+50:T=T-1:POKES2,0
60 M=PEEK(197):IFM<>64THENGOSUB3000
70 GOSUB600
80 IFRND(1)>.3THENGOSUB700
90 IFPEEK(C+V)=174ORPEEK(C+V)=170THENT=T-1
95 PRINT"SCORE";:PRINT""S:A$=MID$(TI$,4,1):B$=RIGHT$(TI
$,2)
97 PRINT" TIME";:PRINT""A$":"B$:POKEC,160:POKEP,160:GOTO20
100 PRINT"";
110 PRINT"........      .........";
120 PRINT". ┌──────     ───────┐.";
130 PRINT".|.......     .......|.";
140 PRINT".|. ┌────     ─────┐.|.";
150 PRINT".|.|.....     .....|.|.";
160 PRINT".|.|. ┌──     ───┐.|.|.";
170 PRINT".|.|.|...     ...|.|.|.";
180 PRINT".|.|.|. ┌─────┐.|.|.|.";
190 PRINT".|.|.|.|      |        ";
200 PRINT"        |      |        ";
210 PRINT"        |      |        ";
220 PRINT"        |      |        ";
230 PRINT"        |      |        ";
240 PRINT"        |      |        ";
250 PRINT".|.|.|.|      |.|.|.|.";
260 PRINT".|.|.|. └─────┘.|.|.|.";
270 PRINT".|.|.|...     ...|.|.|.";
280 PRINT".|.|. └──     ───┘.|.|.";
290 PRINT".|.|.....     .....|.|.";
300 PRINT".|. └────     ─────┘.|.";
310 PRINT".|.......     .......|.";
320 PRINT". └──────     ───────┘.";
330 PRINT"........      ........";:POKE38905,2:POKE8185,174
400 FORQ=7680TO8184STEP5:IFPEEK(Q)=174ANDRND(1)>.85THENPOKEQ,170
410 NEXT:TI$="000000":RETURN
600 Q=PEEK(C+V):IFQ=195THENV=1:L=35:RETURN
610 IFQ=200THENV=22:L=34:RETURN
620 IFQ=198THENV=-1:L=36:RETURN
630 IFQ=194THENV=-22:L=33:RETURN
640 IFC+V<7680THENV=1:L=35:RETURN
650 IFC+V=7702ANDV=1THENV=22:L=34:RETURN
660 IFC+V>8185THENV=-1:L=36:RETURN
670 IFC+V=8163ANDV=-1THENV=-22:L=33
680 RETURN
700 IFV=-22THEN760
710 IFV=1THEN800
720 IFV=22THEN850
730 IFC=8176THENQ=-46:GOTO900
740 IFC=8044THENQ=42:GOTO900
745 IFC<>8088ANDC<>8132THENRETURN
747 IFC>PTHENQ=-46:GOTO900
748 Q=42:GOTO900
760 IFC=7966THENQ=-42:GOTO900
770 IFC=7972ORC=7968THENQ=-46:GOTO900
```





BY M. D. TOWNEND

RUNS ON A VIC 20 IN 3.5K

Hi, there! Welcome to Grenville ffrench-Smythe's driving school! Oops, sorry sir. It's only a very small dent. Pardon? Well, there's no need to get like that! Really, some people! Anyway, hello again. Yes, we at the driving school are proud to be associated with *Computer and Video Games* bid to drum a bit of road safety into all of you out there!

All you have to do is type in this driving simulation to have all the fun of driving up a busy High Street on a Saturday morning. You must clear each screen of dots and asterisks without hitting the other — computer controlled — car. Your car starts at the bottom right hand side of the screen and moves anti-clockwise, scoring points for each dot or asterisk hit along the way. If you clear one screen you simply go on and increase your score. Keys to control your car are W=up, A=left, S=right, Z=down. Well there it is, we at the Smythe School of Motoring hope you all pass the test with



flying colours.

Sorry? What red light . . .

Program notes:

If you run the program and the track is not printing properly, check the characters in lines 100-330. Also check that each of the lines has a semi-colon at the end of it.

If you don't get two cars appearing on the screen never fear, help is here! Check the initial values in line 10 and, if the cars look strange then check lines 1, 4, 6000 and 6001. If your car goes charging off the screen or starts demolishing the track, check lines 2000-2008. If the computer car does the same, check lines 600-608.

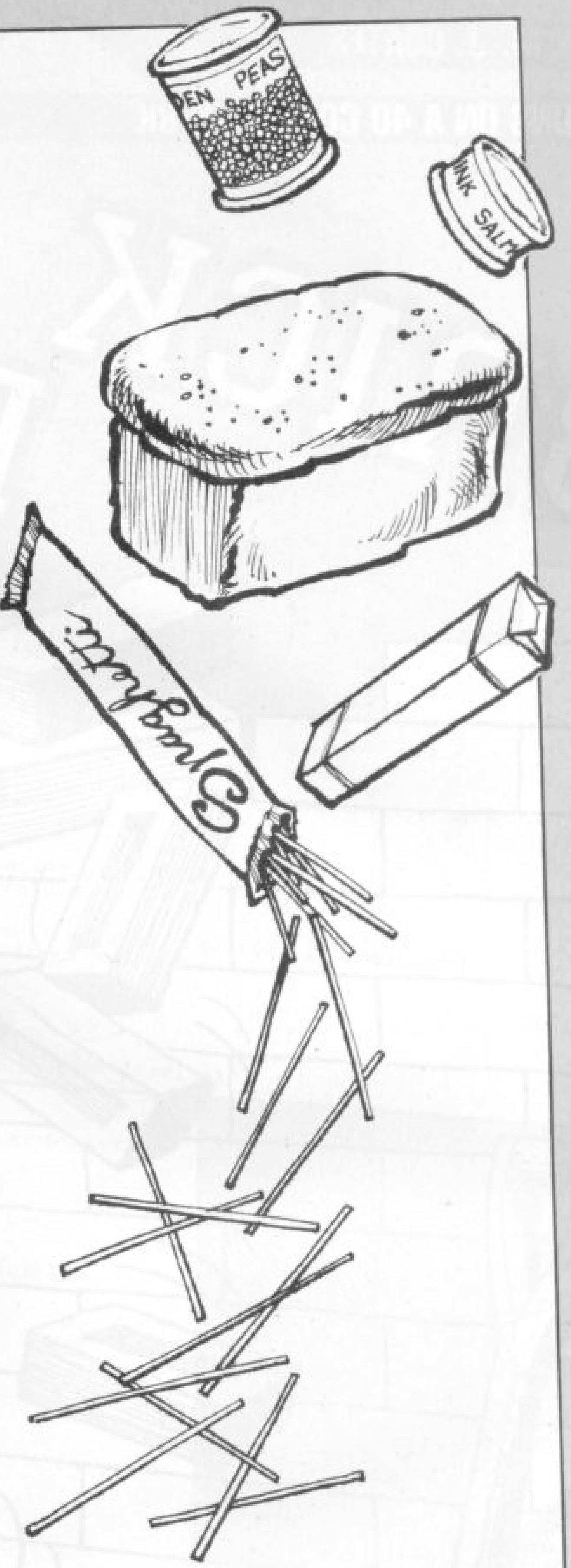
If you find that you can't change lanes, i.e. when you leave a "corridor" check lines 3000-3500.

Variables.

P: position of players car.
K: variable added to P to get next position.
C: position of computer's car.
V: variable added to C to get to next position.
Q: variable used in lane changes.
D: character for player's car.
L: character for computer car.
S1: bass speaker.
S2: treble.
S3: white noise.
T: number of dots/asterisks left.

Illustration: Terry Rogers

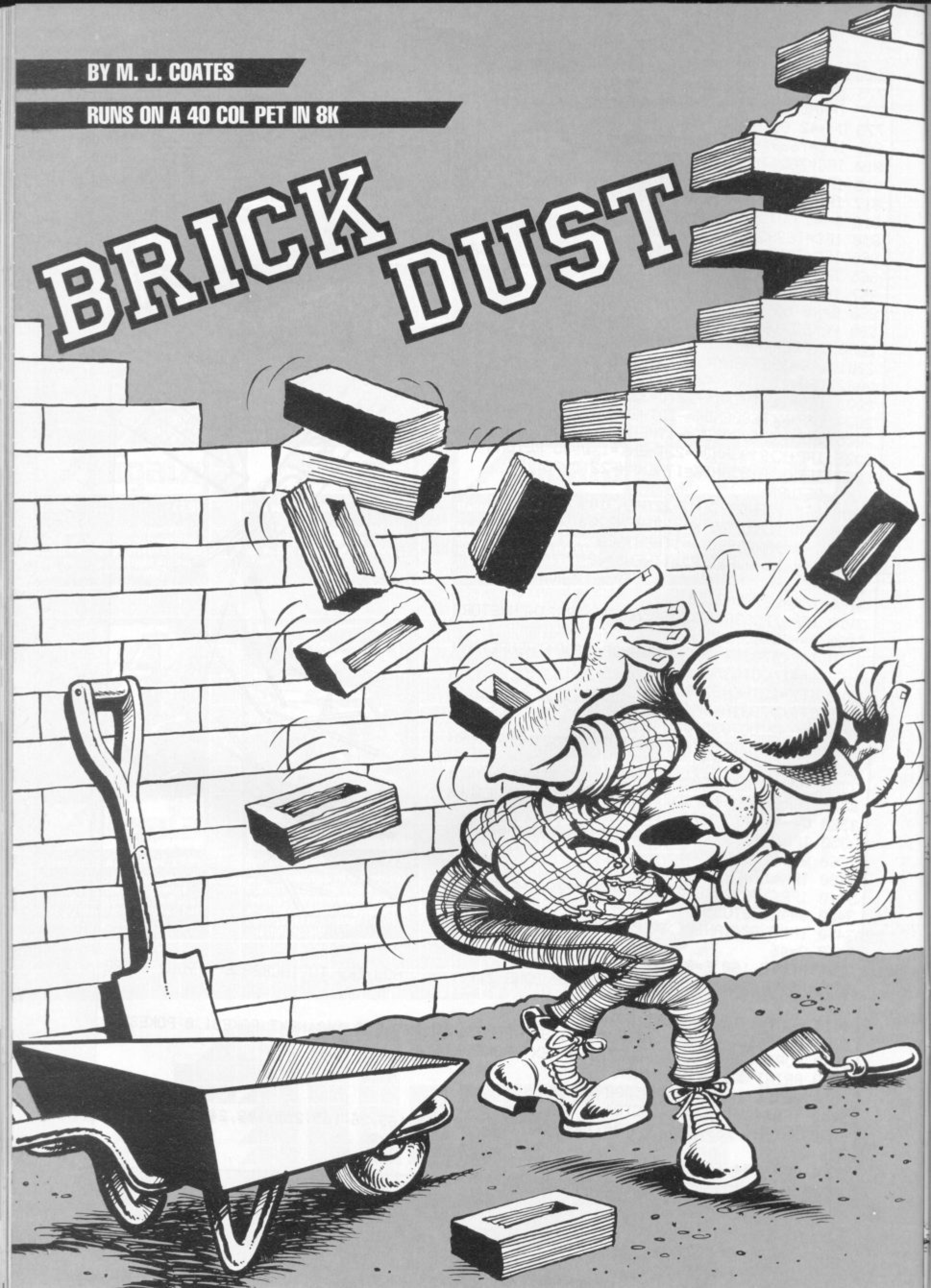
```
775 IFC<>7970THENRETURN
777 IFRND(1)>.5THENQ=-46:GOTO900
778 Q=-42:GOTO900
800 IFC=7689THENQ=46:GOTO900
810 IFC=7821THENQ=-42:GOTO900
815 IFC<>7733ANDC<>7777THENRETURN
817 IFC>PTHENQ=-42:GOTO900
818 Q=46:GOTO900
850 IFC=7899ORC=7895THENQ=42:GOTO900
860 IFC=7897THENQ=46:GOTO900
865 IFC<>7895THENRETURN
867 IFRND(1)>.5THENQ=42:GOTO900
868 Q=46:GOTO900
900 POKEC,160:C=C+Q:POKEC,L:RETURN
2000 Q=PEEK(P+K):IFQ=195THENK=-1:D=36:RETURN
2001 IFQ=198THENK=1:D=35:RETURN
2002 IFQ=194THENK=22:D=34:RETURN
2003 IFQ=200THENK=-22:D=33:RETURN
2004 IFP+K<7680ANDK=-22THENK=-1:D=36:RETURN
2005 IFP+K<7680ANDK=-1THENK=22:D=34:RETURN
2006 IFP+K>8185ANDK=22THENK=1:D=35:RETURN
2007 IFP+K>8185ANDK=1THENK=-22:D=33
2008 RETURN
3000 IFM=17ANDABS(K)=22THEN3100
3010 IFM=41ANDABS(K)=22THEN3200
3020 IFM=9ANDABS(K)=1THEN3300
3030 IFM=33ANDABS(K)=1THEN3400
3040 RETURN
3100 IFK=22THEN3150
3110 IFP<>7983ANDP<>7985ANDP<>7987THENRETURN
3120 Q=-46:GOTO3500
3150 IFP<>7880ANDP<>7882ANDP<>7884THENRETURN
3160 Q=42:GOTO3500
3200 IFK=22THEN3250
3210 IFP<>7981ANDP<>7983ANDP<>7985THENRETURN
3220 Q=-42:GOTO3500
3250 IFP<>7878ANDP<>7880ANDP<>7882THENRETURN
3260 Q=46:GOTO3500
3300 IFK=1THEN3350
3310 IFP<>7736ANDP<>7780ANDP<>7824THENRETURN
3320 Q=-46:GOTO3500
3350 IFP<>8085ANDP<>8129ANDP<>8173THENRETURN
3360 Q=-42:GOTO3500
3400 IFK=1THEN3450
3410 IFP<>7692ANDP<>7736ANDP<>7780THENRETURN
3420 Q=42:GOTO3500
3450 IFP<>8041ANDP<>8085ANDP<>8129THENRETURN
3460 Q=46
3500 POKEP,160:P=P+Q:POKEP,D:RETURN
4000 PRINT"█":PRINT"█ YOU'VE DONE IT!!      NOW TRY TO INCREASE   YOUR SCORE
..."
4010 FORT=1TO2000:NEXT:GOTO4
5000 FORT=15TO0STEP-.05:POKE36878,T:POKES1,130:POKES3,140:NEXT:POKES1,0:POKES3,0
5010 FORT=7680TO8185:POKET,160:NEXT:POKE198,0
5020 PRINT"█ PLAY AGAIN?"
5030 GETA$:IFA$=""THEN5030
5040 IFA$="Y"THENCLR:GOTO4
6000 DATA24,189,255,165,36,189,255,189,189,255,189,36,165,255,189,24,238,68,254,
231,231
6001 DATA254,68,238,119,34,127,231,231,127,34,119
```



BY M. J. COATES

RUNS ON A 40 COL PET IN 8K

BRICK DUST



Have you been feeling just like another brick in the wall? Do you want to breakout? Well, try this game for size! Its a copy of that well-known arcade game in which you bash away at a brick wall with a bouncing projectile until all the bricks are reduced to a pile of dust! But beware, thiw version has a little tweak all of its own.

After you have dislodged a brick from the wall it will fall back at you — so you'll have to keep bobbing and weaving to avoid the falling masonry.

Machine code will control the bat and this initialised by the 545 826 command and turned off by 545 854.

POKE 1000, X is the bat speed.

```
10 rem * brickdust (c) m.j.coates 1982
20 goto5000
99 rem * control *
100 sys826:fori=1to500:next
110 gosub800:gosub700:gosub600:ifk=9then6000
120 goto110
599 rem * print scores *
600 print""tab(5)stab(16)mtab(26)n:return
699 rem * move ball *
700 u=w:x=x+1+2*(x=1)
710 w=u+a(x,y,z):t=peek(w):ifw>33767then780
715 ift=cthen768
720 ift<>101andt<>103then740
730 z=-(z=0)-3*(z=2)-2*(z=3):goto710
740 ift=dthenr=w:q1=c:t1=c:bf=0:s=s+5:d=0:z=-2*(z=0)-3*(z=1)-(z=3):goto795
750 ift=99thenz=z+2:goto710
760 ift=bandz>1thenz=z-2:v=v+1:ifv=6thenv=0:y=y+1+2*(y=1)
765 ift=bands=s1thengosub900:s1=s1+950:goto710
767 ift=bthen710
768 ift1=208thent1=c
770 pokeu,t1:t1=t:pokew,81:return
780 pokeu,c:v=0:n=n-1:ifn=0thenk=9
790 w=33089+int(rnd(1)*37):y=0:x=0:z=3+(rnd(1)>.5):t=0:t1=c:return
795 pokew,c:goto710
799 rem * falling bricks *
800 ifbfthenreturn
810 r=r+40:ifr>33767thenpoker-40,c:bf=1:d=250:return
815 d1=0:ifrnd(1)>.8thend1=sgn(.5-rnd(1))
820 r=r+d1:q=peek(r):ifq=160then850
825 ifq=101orq=103thenr=r-d1:d1=0:q=c
830 poker-40-d1,q1:q1=q:poker,208:ifq=81thenq1=c
840 return
849 rem * hit by brick *
850 fori=0to9:c=c+10+20*(c=42)
860 poker-1,c:poker,c:poker+1,c:poker-40,c:forj=1to10:next:next:poker-40-d1,c
870 fb=1:m=m-1:ifm=0thenk=9:return
880 return
899 rem * set up wall *
900 fori=32849to32886:pokei,d:pokei+40,d:pokei+80,d
910 pokei+120,d:pokei+160,d:next:return
4999 rem * initialisation *
5000 dima(1,1,3):fori=0to3:forj=0to1:fork=0to1:reada(k,j,i):next:next:next
5020 gosub8000:poke999,3:poke1000,3:rem bat speed
5030 b=160:c=32:h=0
5040 print"
5050 print"
5060 print"                  brickdust                  ";
5070 print"welcome to brickdust. this game involves";
5080 print" smashing your way through a wall but
5090 print" you have to dodge the bricks that fall
5100 print" out.":print"you control the bat by using the '4' and '6' keys.
5110 print"you have three lives and seven balls and";
5120 print" last until one or the other run out
5130 print"good luck, press space to start.
5140 wait59410,4,4:rem wait for space
5150 n=7:m=3:s=0:p=33747:s1=950:bf=1:d=250:t1=32:k=0
5160 print"score     lives     balls     high       ":print""tab(36)h
5170 fori=32887to33766step40:pokei,103:pokei-39,101:next
5180 fori=32809to32846:pokei,99:next:poke32808,79:poke32847,80
5190 gosub900:gosub790:u=w+1:goto100
5200 data-39,-39,-39,1,-41,-41,-41,-1,41,41,41,1,39,39,39,-1
5999 rem * all over *
6000 sys854:gosub600:fori=1to1e3:next
6010 print"alas poor player you have no ";
6020 ifn=0thenprint"balls";
6030 ifm=0thenprint"lives";
6040 print" left."
6050 print"however you managed to score"s
6060 print" points."
6070 ifs>hthenprint"which is the new high score !!":h=s:goto6090
6080 print"the high score is"h"still"
6090 print"do you wish to try again ? ";
6095 fori=1to10:geta$:next
6100 geta$:ifa$=""then6100
6110 ifa$="y"thenprint"yes":fori=1to1e3:next:goto5150
6120 print"no":fori=1to1e3:next:print"":end
6130 goto6100
7999 rem * adjusts m/c for rom type
8000 x=peek(50003):v1=537-393*x:kb=3:kc=2:ifx=1thenkb=151:kc=0
8010 v2=int(v1/256):v3=int(v1-256*v2)
8030 fori=826to949:readx
8040 ifx=-1thenpokei,v3:pokei+1,v2:i=i+1:goto8080
8050 ifx=-2thenpokei,v3+1:pokei+1,v2:i=i+1:goto8080
8060 ifx=-3thenpokei,kb:pokei+1,kc:i=i+1:goto8080
8070 pokei,x
8080 next:return
8999 rem * data for m/c routine
9000 data160,20,140,230,3,120,173,-1,133,1,173,-2,133,2,169,99,141,-1
9010 data169,3,141,-2,88,96,120,165,1,141,-1,165,2,141,-2,88,96,206,231
9020 data3,173,231,3,201,0,240,3,76,0,0,173,232,3,141,231,3,172,230,3,173,-3
9030 data201,42,208,9,136,192,1,208,1,200,76,147,3,201,41,208,6,200,192,38
9040 data208,1,136,136,136,169,32,153,192,131,200,169,160,153,192,131,200,153
9050 data192,131,200,153,192,131,200,169,32,153,192,131,136,136,140,230,3,76
9060 data0,0
```

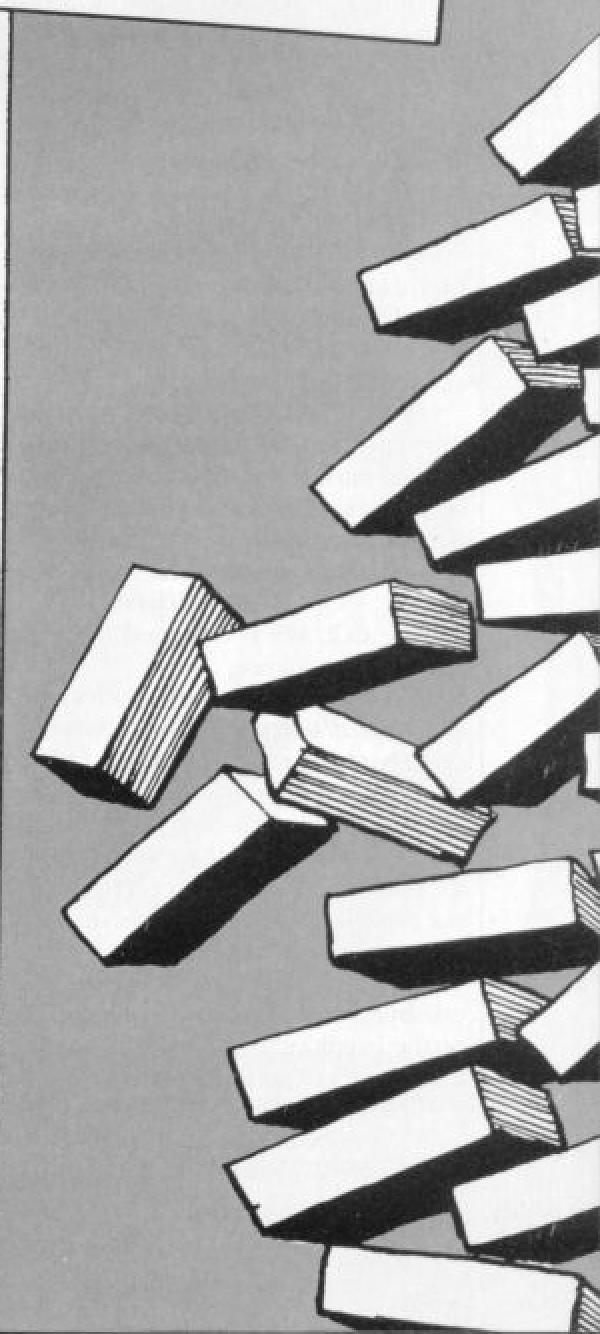


Illustration: Terry Rogers

Temptation Software Limited

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SPECTRUM 48K
BARON
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Baron is a complex simulation game for up to four players.
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Graphics.

SINCLAIR ZX 81 16K
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An original game of strategy based on historically accurate records of the Graf Spee's formidable presence in the North and South Atlantic.
As her Captain use full graphic instrumentation to calculate speed, compass bearings, fuel, distance, ammunition states; locate and manoeuvre into visual range and destroy enemy ships which can also evade, seek and destroy you! Attacked targets can only be destroyed by the same number of salvos or torpedoes as were necessary for the tonnage during the original action.
7 levels of difficulty –

SINCLAIR ZX 81 16K
SPECTRUM 48K
DUNGEONS OF DOOM
by Simon Mansfield

Two challenging adventure games – to travel through the labyrinths, descending to the lowest dungeons where the treasures are hidden or play "ESCAPE FROM THE UNDERWORLD" and save yourself from incarceration in the dungeons by fighting you way up the endless levels.
Graphics show your position – status reports – different layout with each new game – 4 players can search different levels – 400 rooms – 600 corridors – 1000 locations to explore. Objective – to score highest points and STAY ALIVE.

SPECTRUM 16K
LAS VEGAS
by Neil Streeter

A Temptation games double.

1. FRUIT MACHINE – must be the best full feature "Pub" Fruit Machine. Spin the symbols, use the "nudge" "hold" "gamble" facility – win or lose with true percentage payouts.

2. BLACK JACK – break the bank with a five card trick. This game follows the rules of Pontoon. The Spectrum croupier deals the cards with skill and is after your stake money!

Superb graphics.

SPECTRUM 16K
CHALLENGE
by Neil Streeter

A Temptation games double.

1. MASTER CODE DELUXE – all the features of the well known game. 9 skill levels – any code or no repeated colours. Good clear graphics show the success or failure of your logic as the computer assesses each line.

2. HIGHER AND LOWER – skill, hunches and sixth sense are needed to beat this fast dealing machine. Graphically as realistic as a certain television series. Will you be able to get to the end of the row of five cards, guessing whether the next card will be HIGHER or LOWER?

SPECTRUM 16K
GODZILLA AND THE MARTIANS
by Neil Streeter

The Martians have invaded, destroying the molecular structure of earth's atmosphere to make it compatible with their own planet. "The girl of your dreams" is trapped at the top of a building site but for the moment protected from the evil invaders by a friendly Dinosaur! Leap over deadly Martian invaders – scale ladders – jump the man traps – rescue her before the oxygen is totally absorbed.
Kong type game for SUPERHUMANS.

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ARCADE
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SWARM
by Andrew Haisley

As a pilot testing the latest star ship, breakdown in your guidance systems causes you to materialise in the breeding grounds of the Psigophorus, an unbelievably nasty insect life form which kills anything entering its space. Survival depends on destruction of the eggs before they hatch to form a SWARM. They can use your laser energy to mutate at an alarming rate and the only escape from the devastating attack of a Swarm is by destroying the Psigophorus in only one brief stage of its life cycle.
CAN YOU SURVIVE this high scoring game?

ARCADE
VIC 20 unexp
ALIEN VORTEX
by Andrew Haisley

It is the 23rd Century – unemployment 99.9% – due to 300% inflation, money replaced by credit discs – to relieve boredom the I.R.S.P. sets up huge gambling arcades – debts run high – inhabitants who cannot pay take part in "THE GAME". Transported to Launch Base 3 they are sealed into a Zelton Earth Defender and attacked by waves of mutant birds, specially bred on the Space Station Alien. Moneylenders bet on the length of the ill-fated player's survival, so recovering their losses.
SET your body modulator to HYPERDRIVE. PRIME your firing fingers and HANG LOOSE.
High scoring game.

ARCADE
VIC 20 unexp
THUNDERFLASH
by Andrew Haisley

The year 2500 A.D. has produced a problem: space Rats are using humanoids for experimentation! Their technical skills include impenetrable defence systems. A Royal Space Fleet Pilot sent to destroy them has been killed. YOU ARE INVITED TO TAKE HIS PLACE.
You will be bombarded by zig-zagging steel arrows – if not destroyed they turn into Thunderflashes which explode when hit. Being unstable they release sparks which you must destroy before they hit you. Your survival angers the Rats who increase the speed and fury of the attack.
High scoring game.

VIC 20 16K
DRAGON 32K
MICROPOLY
by Richard Fry & Simon Lacey

Play this version of the family board game with a competent and challenging microbanker and property tycoon. State of game and board on instant recall – or the game saved.
Game for up to four players AND the computer.

VIC 20 Unexp
COBUS MAZ
by Dave Gibson

A series of ridiculously impossible layouts which our self-destructing Programmer has devised for VICtims! Just get from "A" to "B" without being blown up or eaten by a COBUS – simple? You are given five lives and five ZOGS to hyperspace a COBUS when you are cornered. Successful exit brings the reward of greater challenge with progressively difficult layouts and hidden complications. Keys require collecting in a correct order to open the door; devilish invisible mines and

TI 99/4A Ext. Basic
HOUSE OF BUGS
by Tony Frampton

The Bugs in this game will raise your blood pressure to the limits and drive spectators into a frenzy!
In this high scoring game killer bugs roam the top floors. Stay alive by clinging to the ceiling whilst they pass beneath, but you cannot seek refuge on that square again. BUNGE a Bug and gain 50 points, but he may return for his revenge – a vicious ritual followed by your paralysis and death! WATCH the Bugs go hopping mad when target scores give you the services of a Blasterer.
Fantastic graphics and sound.

TI 99/4A Ext. Basic
TANK BATTLE
by Tony Frampton

Can you hold back a relentless army of tanks, sometimes in convoy but often slipping in under the cover of their barrage of gunfire as they try to penetrate your anti tank barriers? Manoeuvre your tank controlling its gun barrel for accurate range. WATCH your salvos disintegrate the enemy BUT BEWARE the deadly return fire. Realistic graphics and sound. Five skill levels – strategy to desperation.

TI 99/4A Ext. Basic
SPECIAL MISSION
by Tony Frampton

TOP SECRET – save the world from destruction – HOW? WHY? WHEN?
Your mission starts in a large briefing room, there is a door to the East. You can see a blood stained envelope and a cold strong box, you are carrying nothing at all! TIME is running out the robots have been activated – WHAT ARE YOU GOING TO DO? Only a T.I. trained special adventure agent has a chance of saving millions from anihilation.

NEW
DRAGON 32K
SEARCHWORD
by Ian A. Macey

A WORD PUZZLER'S PARADISE! CREATE your own word puzzles by the thousand.
An irresistible game for word puzzle enthusiasts, this program offers endless permutations. The computer will accept any list of words containing from 3 to 12 letters and conceal them within a letter grid until the player identifies them by giving the correct start position co-ordinates and direction. Program also includes two demonstration files and word save facility. Hours of enjoyment for one or more players.



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Second, it has a memory of 64K. So as your technique improves and develops, you are able to move forward to more and more advanced programming.

All of which makes this the perfect home computer for parents, as well as children.

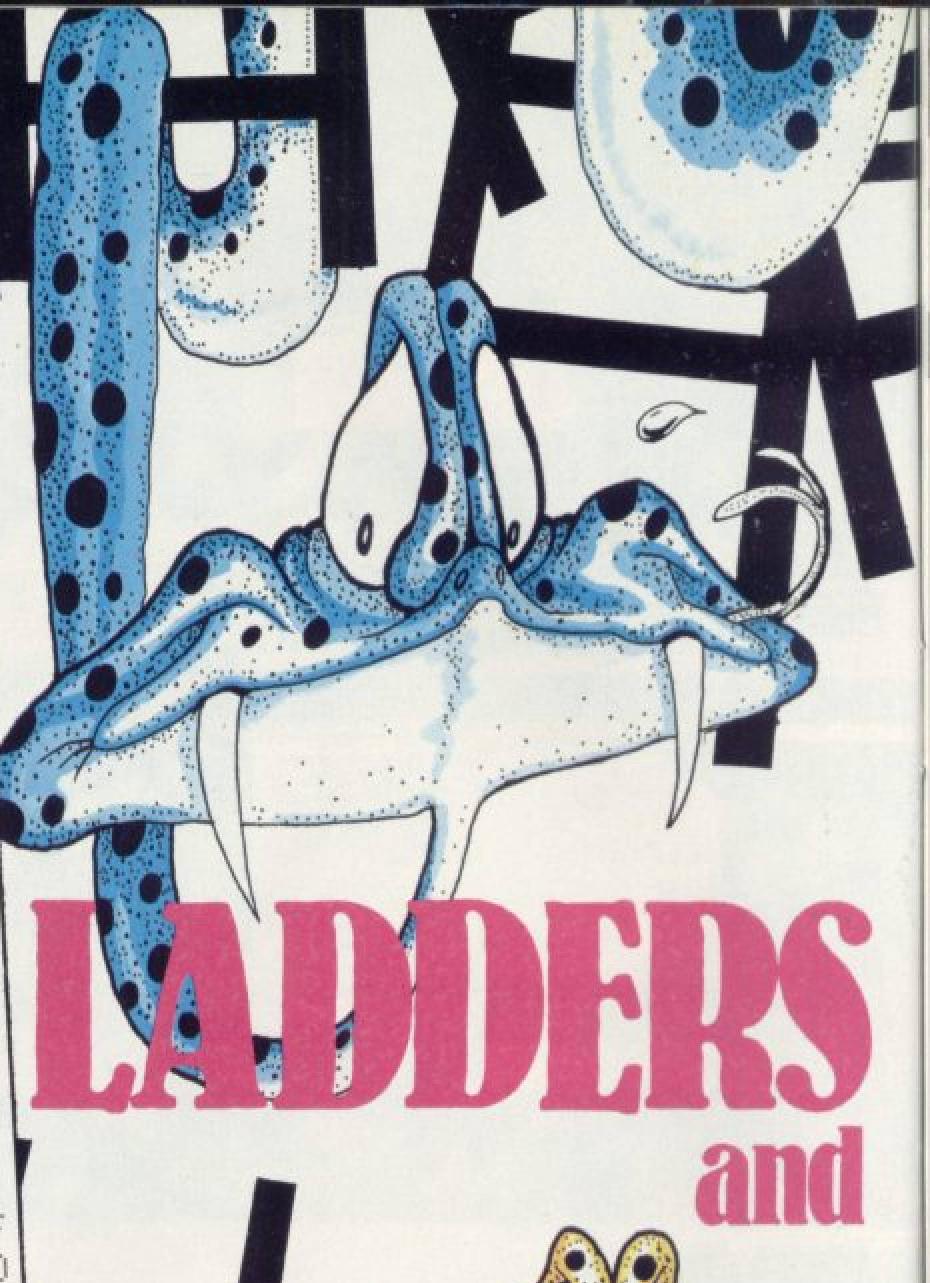
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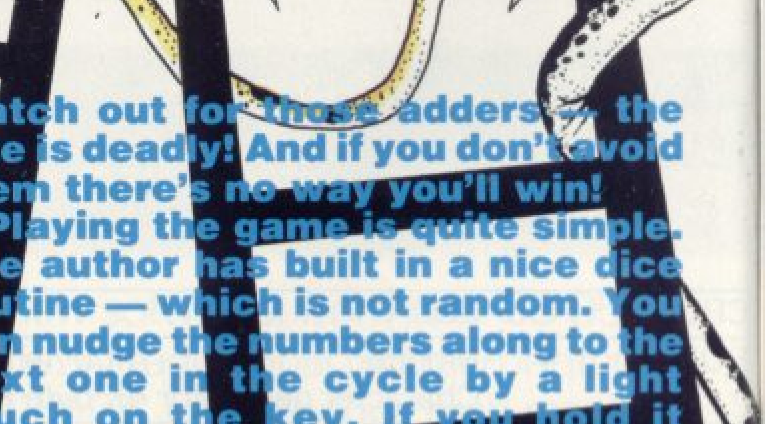


SHARP
MZ-700
Personal Computer
CLR
HOME

```
10 REM  LADDERS AND ADDERS
20 REM  (C)1983 T. IRWIN
30 DIM YP(1)
40 DIM XP(1)
50 DIM UP(1)
60 DIM MP(1)
70 DIM FA(1)
80 DIM HELP(1)
90 CALL CHAR(58,"FF7675057576FF"
)
100 CALL CHAR(59,"FF37D2D5D737FF
")
110 CALL CHAR(60,"FF415F435F41FF
")
120 FOR I=96 TO 140
130 IF (I=103)+((I>107)*(I<112))
+(I=119)+((I>121)*(I<128))+((I>1
35)*(I<140))THEN 160
140 READ A$
150 CALL CHAR(I,A$)
160 NEXT I
170 DATA "FF","0101010101010101"
,"FF011119FD191101",."FF0111397D1
11111",FF0010387C101010"
180 DATA "FF0010307E3010","FF010
10101010101",FF7F3F1F0F070301","
FFFEFCF8F0E0C080"
190 DATA "FF7F3F1F0F070301","FFF
EFCF8F0E0C080","04081122243C4080
","1F2767F9F9FEFCF8"
200 DATA "1F3F7FFFFFFEFCF8","F8F
CFEFFFF7F3F1F","1F1F1F3F3F786000
","F8F8F8FCFC1E0600"
210 DATA "18367250D0F1FEFC","182
42A542A3408","0018142A1408","FFF
FFFC0C0C0C0C0"
220 DATA "FFFFFF","FFFFFF0303030
303","C0C0C0C0C0C0C0C0","0303030
30303030303","C0C0C0C0C0FFFFFF"
230 DATA "0000000000FFFFFF","030
3030303FFFFFF","384492BA924438"
240 FOR PAT=0 TO 8 STEP 8
250 CALL CHAR(136+PAT,"18183C3C3
C181818")
260 CALL CHAR(137+PAT,"18183E581
81462")
270 CALL CHAR(138+PAT,"18187C1A1
82846")
280 CALL CHAR(139+PAT,"185A3C181
82442")
290 CALL CHAR(141+PAT,"FFFFFFFFF
FFFFF")
300 CALL CHAR(142+PAT,"185A3C181
8181818")
310 CALL CHAR(143+PAT,"422418183
C5A5A42")
320 NEXT PAT
330 CALL COLOR(3,5,16)
340 CALL COLOR(4,5,16)
350 CALL COLOR(9,5,16)
```



LADDERS and



Watch out for those adders — the bite is deadly! And if you don't avoid them there's no way you'll win!

Playing the game is quite simple. The author has built in a nice dice routine — which is not random. You can nudge the numbers along to the next one in the cycle by a light touch on the key. If you hold it down longer the roll will last longer.

The aim of course is to get to the finish first. To make your task easier there are ladders to climb — shortcuts to the next level. But then there are the evil adders. If you land on a square inhabited by an adder you'll receive a nasty bite. Then you have just three moves to reach a first aid post — otherwise it's all over. Full instructions are included in the program.

Illustration: Dorian Cross

RUNS ON TI99/4A IN 16K

BY TERRY IRWIN



ADDERS

```
360 CALL COLOR(10,11,16)
370 CALL COLOR(11,2,16)
380 CALL COLOR(12,8,16)
390 CALL COLOR(13,5,16)
400 CALL COLOR(14,10,16)
410 CALL COLOR(15,13,16)
420 CALL SCREEN(16)
430 REM    ***PLOT BOARD***
440 CALL CLEAR
450 FOR Y=1 TO 21 STEP 2
460 CALL HCHAR(Y,3,96,30)
470 NEXT Y
480 FOR X=2 TO 32 STEP 3
490 CALL VCHAR(1,X,97,20)
500 NEXT X
510 FOR X=5 TO 29 STEP 3
520 FOR Y=3 TO 19 STEP 4
530 CALL HCHAR(Y-2,X,102)
540 CALL HCHAR(Y,X,98)
550 CALL HCHAR(Y-2,X+1,101)
560 NEXT Y
570 NEXT X
580 FOR Y=3 TO 19 STEP 4
590 CALL HCHAR(Y-2,32,102)
600 CALL HCHAR(Y,32,99)
610 NEXT Y
620 FOR Y=5 TO 17 STEP 4
630 CALL HCHAR(Y,3,100)
640 NEXT Y
650 CALL HCHAR(1,3,58)
660 CALL HCHAR(1,4,59)
670 CALL HCHAR(1,5,60)
680 REM   ***PLOT LADDERS***
690 FOR X=15 TO 18
700 CALL SOUND(100,462+30*X,0)
710 CALL HCHAR(35-X,X,105)
720 NEXT X
730 FOR X=17 TO 12 STEP -1
740 CALL SOUND(100,462+30*X,0)
750 CALL HCHAR(X-3,X,104)
760 NEXT X
770 FOR X=17 TO 14 STEP -1
780 CALL SOUND(100,462+30*X,0)
790 CALL HCHAR(X-11,X,104)
800 NEXT X
810 FOR X=26 TO 23 STEP -1
820 CALL SOUND(100,462+30*X,0)
830 CALL HCHAR(X-20,X,104)
840 NEXT X
850 FOR X=21 TO 24
860 CALL SOUND(100,462+30*X,0)
870 CALL HCHAR(37-X,X,105)
880 NEXT X
890 FOR X=18 TO 21
900 CALL SOUND(100,462+30*X,0)
910 CALL HCHAR(26-X,X,105)
920 NEXT X
930 FOR X=9 TO 6 STEP -1
940 CALL SOUND(100,462+30*X,0)
950 CALL HCHAR(22-X,X,105)
960 NEXT X
970 FOR X=26 TO 29
980 CALL SOUND(100,462+30*X,0)
990 CALL HCHAR(X-15,X,104)
1000 NEXT X
1010 CALL HCHAR(20,15,107)
1020 CALL HCHAR(16,6,107)
1030 CALL HCHAR(16,21,107)
1040 CALL HCHAR(14,17,106)
1050 CALL HCHAR(14,29,106)
1060 CALL HCHAR(8,18,107)
1070 CALL HCHAR(6,17,106)
1080 CALL HCHAR(6,26,106)
1090 REM   ***PLOT ADDERS***
1100 RESTORE 1160
1110 FOR X=1 TO 62
1120 CALL SOUND(130,10000,20,150
00,0,33000,0,-8,5)
1130 READ A,B,C
1140 CALL HCHAR(A,B,C)
```

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```
1150 NEXT X
1160 DATA 2,6,112,3,5,113,4,4,11
4,5,4,115,6,5,115,7,6,115,8,7,11
5,9,8,115
1170 DATA 10,8,114,11,7,114,12,6
,114,13,5,116,2,9,112,3,8,113,4,
8,115,4,9,114,4,10,115,5,11,117
1180 DATA 14,12,112,15,11,113,16
,10,114
1190 DATA 17,10,115,18,11,115,19
,11,116,6,18,112,7,17,113,8,16,1
14,9,16,115
1200 DATA 10,17,115,11,17,116,10
,21,112,11,20,113,12,19,114,13,1
9,115,14,20,115,15,20,116,2,21,1
12
1210 DATA 3,20,113,4,20,115,4,21
,114,4,22,115,5,23,117,16,26,112
,17,25,113,18,24,114,19,23,116,4
,29,112
1220 DATA 5,28,113,6,27,114,7,26
,114,8,25,114,9,25,115,10,25,114
,10,24,115,10,23,114,11,23,117
1230 DATA 12,32,112,13,31,113,14
,31,115,15;31,114,16,30,114,17,2
9,116
1240 REM  ***PLOT DICE***
1250 CALL HCHAR(22,29,128)
1260 CALL HCHAR(22,30,129)
1270 CALL HCHAR(22,31,130)
1280 CALL HCHAR(23,29,131)
1290 CALL HCHAR(23,31,132)
1300 CALL HCHAR(24,29,133)
1310 CALL HCHAR(24,30,134)
1320 CALL HCHAR(24,31,135)
1330 CALL HCHAR(20,3,136)
1340 REM  ***FIRST AID POST**
1350 CALL HCHAR(4,12,140)
1360 CALL HCHAR(6,8,140)
1370 CALL HCHAR(10,29,140)
1380 CALL HCHAR(12,12,140)
1390 CALL HCHAR(12,24,140)
1400 CALL HCHAR(14,26,140)
1410 CALL HCHAR(18,8,140)
1420 CALL HCHAR(18,20,140)
1430 CALL HCHAR(18,32,140)
1440 REM  ***INSTRUCTIONS***
1450 RANDOMIZE
1460 FOR I=0 TO 1
1470 YP(I)=20
1480 XP(I)=3
1490 FA(I)=0
1500 HELP(I)=0
1510 NEXT I
1520 CH=0
1530 A$="*INSTRUCTIONS? (Y/N)"
1540 GOTO 4760
1550 CALL HCHAR(22,4,32,LEN(A$))
1560 FOR A=1 TO 17
1570 READ A$
1580 GOSUB 4760
1590 NEXT A
1600 DATA "LADDERS AND ADDERS","
WATCH THOSE ADDERS","THEY B*I*T*
E !!!!"
1610 DATA "THE ADDER WILL BITE I
F-","YOU STOP ON ITS SQUARE","OR
 IF YOU TRY TO CROSS"
1620 DATA "WHEN ITS TONGUE IS OU
T.","IF YOU ARE BITTEN THEN-","Y
OU HAVE 3 MOVES TO-"
1630 DATA "STOP AT A FIRST AID P
OST","OTHERWISE YOUR DEAD.","A L
ADDER CAN BE CLIMBED","BY STOPPI
NG AT ITS BASE."
1640 DATA "PRESS & HOLD ANY KEY"
,"TO SHAKE THE DICE","---- THEN
RELEASE","MOVE BY PRESSING ANY K
EY"
1650 REM  ***SET PROMPTS***
1660 CALL HCHAR(22,4,32,LEN(A$))
1670 A$="PLAYER 1"
1680 B$="PLAYER 2"
1690 C$="SHAKE"
1700 D$="MOVE"
1710 FOR I=1 TO 8
1720 CALL HCHAR(23,2+I,ASC(SEG$(
A$,I,1)))
1730 CALL HCHAR(24,2+I,ASC(SEG$(
B$,I,1)))
1740 NEXT I
1750 FOR I=1 TO 5
1760 CALL HCHAR(22,11+I,ASC(SEG$
(C$,I,1)))
1770 NEXT I
1780 FOR I=1 TO 4
1790 CALL HCHAR(22,18+I,ASC(SEG$
(D$,I,1)))
1800 NEXT I
1810 CALL COLOR(11,2,16)
1820 CALL HCHAR(23,12,141,5)
1830 CALL HCHAR(23,19,141,4)
1840 CALL HCHAR(24,12,149,5)
1850 CALL HCHAR(24,19,149,4)
1860 CALL CHAR(112,"00")
1870 REM  ***START GAME***
1880 FOR PLR=0 TO 1
1890 Y=YP(PLR)
1900 X=XP(PLR)
1910 U=UP(PLR)
1920 M=MP(PLR)
1930 CALL HCHAR(23+PLR,12,32,5)
1940 CALL HCHAR(23+PLR,12,141+8*
PLR,5)
1950 SNAKE=0
1960 REM  ***SHAKE DICE***
1970 CALL KEY(0,K,S)
1980 CALL SOUND(100,110,20)
```

```
1990 CALL SOUND(50,220,20)
2000 IF S=0 THEN 1930
2010 DI=DI+1
2020 CALL SOUND(-250,500*INT(5*R
ND+1),20)
2030 IF DI>6 THEN 2040 ELSE 2120
2040 DI=1
2050 TG=TG+1
2060 TOG=TG/2
2070 TNG=INT(TOG)
2080 IF TOG<>TNG THEN 2110
2090 CALL CHAR(112,"00")
2100 GOTO 2120
2110 CALL CHAR(112,"04081122243C
4080")
2120 CALL KEY(0,K,S)
2130 IF S<>0 THEN 2010
2140 CALL HCHAR(23,30,48+DI)
2150 IF Y=2 THEN 2160 ELSE 2190
2160 IF X-3*DI<5 THEN 2170 ELSE
2190
2170 IF DI=6 THEN 1970 ELSE 2770
2180 CALL HCHAR(23,30,48+DI)
2190 CALL HCHAR(23+PLR,19,32,4)
2200 CALL HCHAR(23+PLR,19,141+8*
PLR,4)
2210 REM  ***MOVE***
2220 CALL KEY(0,K,S)
2230 CALL SOUND(100,110,20)
2240 CALL SOUND(50,220,20)
2250 IF S=0 THEN 2190
2260 FOR T=1 TO 3*DI
2270 CALL SOUND(100,-1-1*PLR,10)
2280 IF (Y=20)*(X=3)*(PLR=1)THEN
 2290 ELSE 2320
2290 CALL HCHAR(20,3,145)
2300 CALL HCHAR(20,3,32)
2310 GOTO 2380
2320 IF (Y=20)*(X=3)*(PLR=0)THEN
 2330 ELSE 2360
2330 CALL HCHAR(20,3,137)
2340 CALL HCHAR(20,3,144)
2350 GOTO 2380
2360 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2)THEN 2550
2370 CALL HCHAR(Y,X,U)
2380 X=X+1
2390 TGE=2
2400 IF X<31 THEN 2420
2410 TGE=0
2420 IF X=33 THEN 2430 ELSE 2460
2430 X=X-1
2440 Y=Y-2
2450 M=1
2460 CALL GCHAR(Y,X,U)
2470 IF (T=3*DI)*((U=106)+(U=107
))THEN 4050
2480 CALL HCHAR(Y,X,137+M+8*PLR)
2490 CALL HCHAR(Y,X,136+8*PLR)
```

```
2500 IF TOG=TNG THEN 2540
2510 CALL GCHAR(Y,X+TGE,TE)
2520 IF TE=112 THEN 2530 ELSE 25
40
2530 T=3*DI
2540 GOTO 2630
2550 CALL HCHAR(Y,X,U)
2560 X=X-1
2570 TGE=-2
2580 IF X=2 THEN 2590 ELSE 2460
2590 X=X+1
2600 Y=Y-2
2610 M=0
2620 GOTO 2460
2630 IF T=3*DI THEN 2640 ELSE 27
60
2640 IF FA(PLR)=1 THEN 2650 ELSE
 2690
2650 HELP(PLR)=HELP(PLR)+1
2660 IF (HELP(PLR)<4)*(U=140)THE
N 2680
2670 IF HELP(PLR)=3 THEN 4910 EL
SE 2690
2680 GOSUB 5020
2690 IF (Y=18)+(Y=14)+(Y=10)+(Y=
6)+(Y=2)THEN 2700 ELSE 2730
2700 CALL GCHAR(Y,X-2,ST)
2710 M=1
2720 IF ST=112 THEN 2950 ELSE 27
60
2730 CALL GCHAR(Y,X+2,ST)
2740 M=0
2750 GOTO 2720
2760 NEXT T
2770 YP(PLR)=Y
2780 XP(PLR)=X
2790 IF (DI=6)*(SNAKE=0)THEN 288
0
2800 IF PLR=0 THEN 2810 ELSE 285
0
2810 IF U=144 THEN 2820 ELSE 288
0
2820 U=UP(1)
2830 UP(1)=136
2840 GOTO 2880
2850 IF U=136 THEN 2860 ELSE 288
0
2860 U=UP(0)
2870 UP(0)=144
2880 UP(PLR)=U
2890 MP(PLR)=M
2900 IF (DI=6)*(SNAKE=0)THEN 189
0
2910 IF (Y=2)*(X=5)THEN 4290
2920 NEXT PLR
2930 GOTO 1880
2940 REM  ***STOP ON ADDER***
2950 N=0
```



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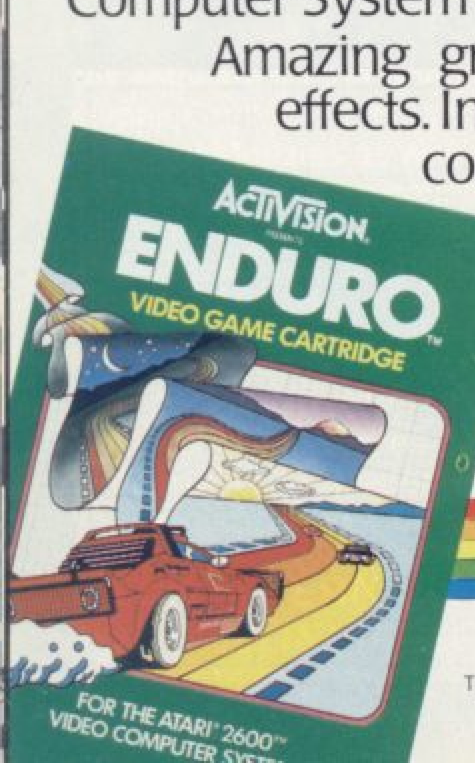


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```
2960 CALL SOUND(500,10000,20,150
00,0,33000,0,-8,5)
2970 CALL CHAR(112,"04081122243C
4080")
2980 TOG=TNG+1
2990 FOR SC=1 TO 5
3000 SNAKE=1
3010 FA(PLR)=1
3020 CALL SOUND(-100,1000-20*SC,
SC*2)
3030 CALL HCHAR(Y,X+N,139+8*PLR)
3040 CALL HCHAR(Y,X+N,136+8*PLR)
3050 NEXT SC
3060 CALL HCHAR(Y,X+N,U)
3070 IF (Y=16)+(Y=12)+(Y=4)THEN
3080 ELSE 3140
3080 N=N+1
3090 IF N=1 THEN 3100 ELSE 3120
3100 U=32
3110 GOTO 2990
3120 U=136+8*PLR
3130 IF N>2 THEN 3200 ELSE 2990
3140 N=N-1
3150 IF N=-1 THEN 3160 ELSE 3180
3160 U=32
3170 GOTO 2990
3180 U=136+8*PLR
3190 IF N<-2 THEN 3220 ELSE 2990
3200 N=2
3210 GOTO 3230
3220 N=-2
3230 CALL HCHAR(Y+1,X+N-1,118)
3240 CALL SOUND(1100,10000,20,15
000,0,33000,0,-8,5)
3250 FOR DEL=1 TO 500
3260 NEXT DEL
3270 CALL HCHAR(Y+1,X+N-1,114)
3280 CALL HCHAR(Y,X+N,118)
3290 FOR DELAY=1 TO 250
3300 NEXT DELAY
3310 CALL SOUND(100,-3,0)
3320 CALL HCHAR(Y,X+N,113)
3330 FOR DEL=1 TO 250
3340 NEXT DEL
3350 CALL HCHAR(Y,X+N,32)
3360 CALL HCHAR(Y+1,X+N-1,113)
3370 CALL HCHAR(Y,X+N,112)
3380 IF N=2 THEN 3390 ELSE 3510
3390 IF Y=16 THEN 3400 ELSE 3430
3400 Y=20
3410 X=22
3420 GOTO 3730
3430 IF Y=12 THEN 3440 ELSE 3470
3440 Y=18
3450 X=28
3460 GOTO 3730
3470 IF Y=4 THEN 3480 ELSE 3510
3480 Y=12
3490 X=22
3500 GOTO 3730
3510 IF Y=14 THEN 3520 ELSE 3550
3520 Y=20
3530 X=10
3540 GOTO 3730
3550 IF Y=10 THEN 3560 ELSE 3590
3560 Y=16
3570 X=19
3580 GOTO 3730
3590 IF Y=6 THEN 3600 ELSE 3630
3600 Y=12
3610 X=16
3620 GOTO 3730
3630 IF X=23 THEN 3640 ELSE 3670
3640 Y=6
3650 X=22
3660 GOTO 3730
3670 IF X=11 THEN 3680 ELSE 3710
3680 Y=6
3690 X=10
3700 GOTO 3730
3710 Y=14
3720 X=4
3730 CALL GCHAR(Y-1,X+1,U)
3740 FOR EN=1 TO 6
3750 CALL SOUND(50,154-7*EN,0)
3760 CALL HCHAR(Y-1,X+1,120)
3770 FOR DEL=1 TO 50
3780 NEXT DEL
3790 CALL HCHAR(Y-1,X+1,121)
3800 NEXT EN
3810 CALL SOUND(50,-1,0)
3820 CALL HCHAR(Y-1,X+1,U)
3830 CALL HCHAR(Y,X,136+8*PLR)
3840 FOR DEL=1 TO 50
3850 NEXT DEL
3860 IF (Y=20)+(Y=16)+(Y=12)THEN
 3870 ELSE 3970
3870 CALL HCHAR(Y,X,138+8*PLR)
3880 M=0
3890 FOR DEL=1 TO 100
3900 NEXT DEL
3910 CALL HCHAR(Y,X,32)
3920 X=X-1
3930 CALL GCHAR(Y,X,U)
3940 CALL HCHAR(Y,X,138+8*PLR)
3950 CALL HCHAR(Y,X,136+8*PLR)
3960 GOTO 2770
3970 CALL HCHAR(Y,X,137+8*PLR)
3980 M=1
3990 CALL HCHAR(Y,X,32)
4000 X=X+1
4010 CALL GCHAR(Y,X,U)
4020 CALL HCHAR(Y,X,137+8*PLR)
4030 GOTO 3950
4040 REM   ***STOP ON LADDER***

4050 IF U=106 THEN 4060 ELSE 417
0
```

```
4060 Y=Y-1
4070 CALL GCHAR(Y,X,U)
4080 CALL HCHAR(Y,X,137+M+8*PLR)
4090 CALL HCHAR(Y,X,136+8*PLR)
4100 CALL SOUND(200,500+20*(24-Y
),5)
4110 CALL GCHAR(Y,X-1,UU)
4120 CALL GCHAR(Y-1,X-2,UUU)
4130 IF (UU=104)+(UUU=104)THEN 4
140 ELSE 2640
4140 X=X-1
4150 CALL HCHAR(Y,X+1,U)
4160 GOTO 4060
4170 Y=Y-1
4180 CALL GCHAR(Y,X,U)
4190 CALL HCHAR(Y,X,137+M+8*PLR)
4200 CALL HCHAR(Y,X,136+8*PLR)
4210 CALL SOUND(200,500+20*(24-Y
),5)
4220 CALL GCHAR(Y,X+1,UU)
4230 CALL GCHAR(Y-1,X+2,UUU)
4240 IF (UU=105)+(UUU=105)THEN 4
250 ELSE 2640
4250 CALL HCHAR(Y,X,U)
4260 X=X+1
4270 GOTO 4170
4280 REM    ***END ROUTINE***
4290 FOR WIN=1 TO 20
4300 CALL SOUND(200,1000,0)
4310 CALL HCHAR(23+PLR,12,32,11)
4320 CALL HCHAR(23+PLR,12,141+8*
PLR,5)
4330 CALL HCHAR(23+PLR,19,141+8*
PLR,4)
4340 CALL HCHAR(Y,X,139+8*PLR)
4350 CALL HCHAR(Y,X,136+8*PLR)
4360 NEXT WIN
4370 CALL COLOR(11,16,16)
4380 RESTORE 4490
4390 FOR H=1 TO 5
4400 READ Y,X,D
4410 CALL HCHAR(Y,X,D+8*PLR)
4420 CALL SOUND(300,65*X,0,82*X,
0,98*X,0)
4430 IF H=1 THEN 4440 ELSE 4470
4440 CALL HCHAR(Y,X,97)
4450 GOTO 4480
4460 IF H=5 THEN 4040
4470 CALL HCHAR(Y,X,32)
4480 NEXT H
4490 DATA 2,5,142,2,4,143,2,3,14
2,2,4,143,2,5,142
4500 FOR LEV=1 TO 30 STEP 5
4510 CALL SOUND(200,390,LEV,492,
LEV,588,LEV)
4520 NEXT LEV
4530 CALL HCHAR(22,3,32,25)
4540 A$="YOU'VE LOST PLAYER "&CH
R$(50-PLR)
4550 GOSUB 4760
4560 A$="*WANT A RE-MATCH? (Y/N)
"
4570 GOTO 4760
4580 END
4590 CALL HCHAR(22,4,32,LEN(A$))
4600 FOR PLR=0 TO 1
4610 Y=YP(PLR)
4620 X=XP(PLR)
4630 U=UP(PLR)
4640 CALL HCHAR(Y,X,U)
4650 NEXT PLR
4660 CALL HCHAR(20,3,136)
4670 FOR I=0 TO 1
4680 YP(I)=20
4690 XP(I)=3
4700 MP(I)=0
4710 HELP(I)=0
4720 FA(I)=0
4730 NEXT I
4740 TG=0
4750 GOTO 1750
4760 FOR I=1 TO LEN(A$)
4770 CALL HCHAR(22,3+I,ASC(SEG$(
A$,I,1)))
4780 NEXT I
4790 FOR DEL=1 TO 300
4800 NEXT DEL
4810 IF SEG$(A$,1,1)="*" THEN 48
20 ELSE 4880
4820 CALL KEY(0,K,S)
4830 IF (K=78)*(SEG$(A$,2,1)="I"
)THEN 1660
4840 IF (K=89)*(SEG$(A$,2,1)="I"
)THEN 1550
4850 IF (K=78)*(SEG$(A$,2,1)="W"
)THEN 4580
4860 IF (K=89)*(SEG$(A$,2,1)="W"
)THEN 4590
4870 IF (K<>89)+(K<>78)THEN 4820
4880 CALL HCHAR(22,4,32,LEN(A$))
4890 RETURN
4900 STOP
4910 FOR I=1 TO 5
4920 CALL SOUND(300,-1,0)
4930 CALL SOUND(500,-2,29)
4940 NEXT I
4950 CALL SOUND(3000,-1,0)
4960 A$="YOU RAN OUT OF TIME"
4970 GOSUB 4760
4980 A$="YOUR DEAD PLAYER "&CHR$
(49+PLR)
4990 GOSUB 4760
5000 CALL HCHAR(Y,X,U)
5010 GOTO 4560
5020 FOR I=1 TO 6
5030 CALL SOUND(200,110*I,9-I)
5040 NEXT I
5050 FA(PLR)=0
5060 HELP(PLR)=0
5070 RETURN
```

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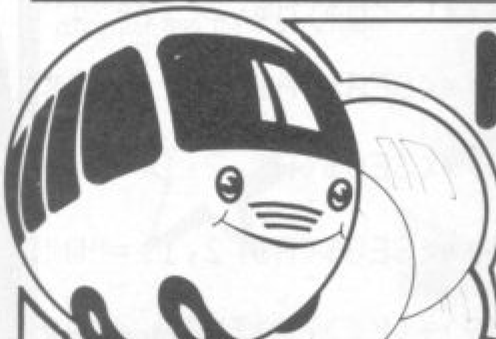
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Commodore 64



HUSTLER Written in machine code and using Sprite graphics HUSTLER takes the 64 to its limits. There are six 'pool' type games for one or two players, high scores kept and super music. See the great press reviews. **£5.99**

EXTERMINATOR Definitely one of the best arcade action games around for the 64. Shoot the worm and everything else in the garden whilst avoiding the deadly spider and swooping eagle. Machine code using high resolution and Sprite graphics with excellent sound. Beware, it's very addictive. **£5.99**

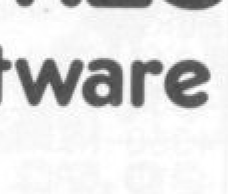


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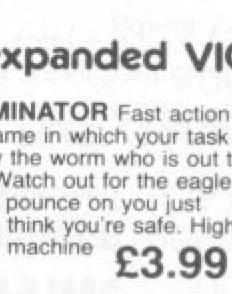


EXTERMINATOR Fast action arcade game in which your task is to destroy the worm who is out to get you. Watch out for the eagle which will pounce on you just when you think you're safe. High resolution machine code. **£3.99**



THE CATCH This game will have you coming back for more. You must catch the falling bombs before they destroy the cities. The catch is, they're moving from side to side and faster and faster. High resolution machine code. **£3.99**

ANTIMATTER SPLATTER There is an ugly alien dropping bombs on the population. Your job is to 'zap' those bombs before they land. It's not easy though as they are falling through moving belts. Super high resolution machine code game. **£3.99**



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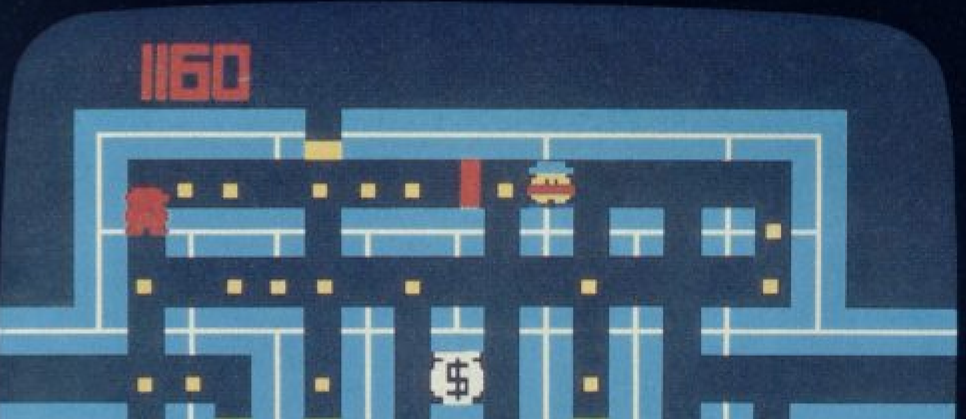
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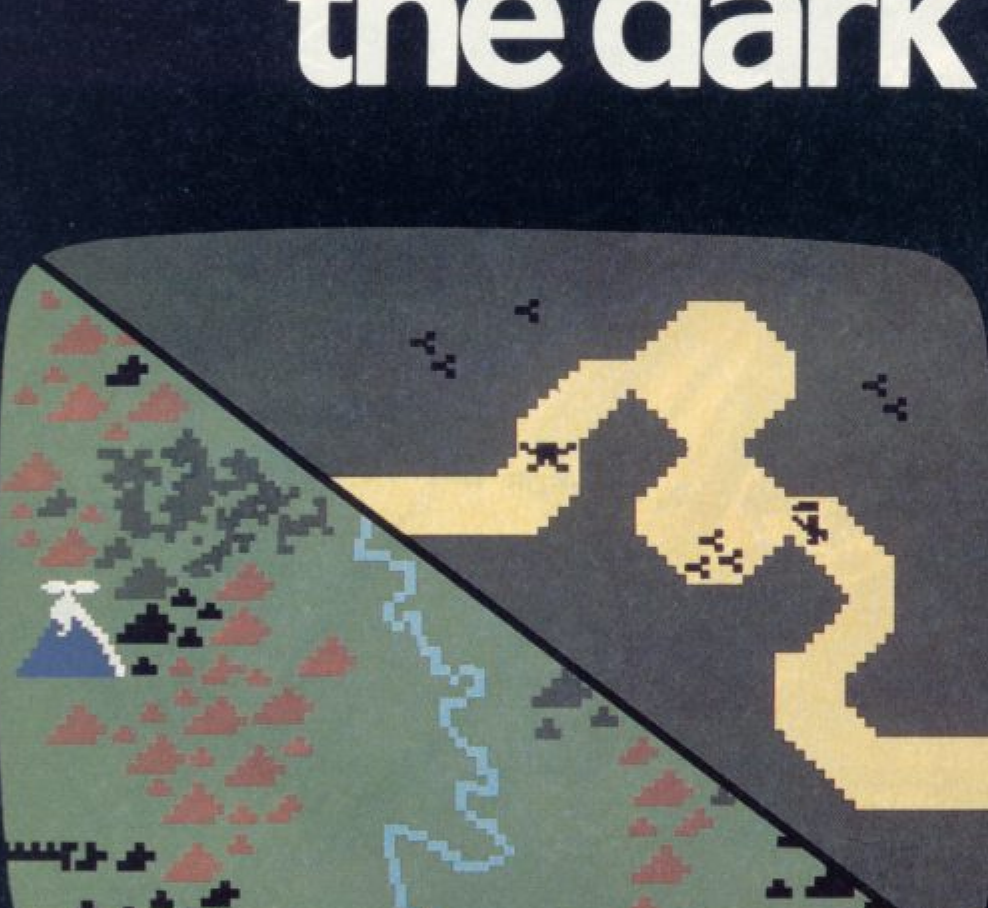
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Dungeons & Dragons from Intellivision. Leaves other adventure games in the dark ages.



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INTELLIVISION

David Rawlings

```
0 LE=1:I=0:J=0:GOSUB 8000
1 SC=0:BC=0:GO TO 60
2 REM
3 REM | MISSILE ATTACK
     copyright 1982 |
 |
4 REM
5 A=A+2:B=B+2:RETURN
6 A=A+2:B=B-2:RETURN
7 A=A+2:RETURN
9 A=A-2:B=B+2:RETURN
10 A=A-2:B=B-2:RETURN
11 A=A-2:RETURN
13 B=B+2:RETURN
14 B=B-2:RETURN
15 RETURN
20 FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:COLOR RND(0)*4:PLOT XX,YY:NEXT YY:NEXT XX
21 COLOR 0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:PLOT XX,YY:NEXT YY:NEXT XX:RETURN

60 IF REP>0 THEN 100
70 DIM CITMID(6),CITY(6),X1(10),DEL(10),START(10),X(10),Y(10),COL(10),C(4)
100 FOR I=0 TO 6:CITMID(I)=I*21+16:CITY(I)=0:NEXT I
200 REM START POINTS,ANGLES,DELAY AND COLOR
201 TOT=0
205 CITY(3)=0
206 IF LE/2<>INT(LE/2) OR LE<1 THEN 210
207 GRAPHICS 18:POSITION 5,6:C=RND(0)*16:SETCOLOR 2,C,6:SETCOLOR 4,C,6:? #6;"BON
US x ";INT(LE/2)+1
208 FOR W=1 TO 75:SOUND 1,RND(0)*10+1,10,8:NEXT W:SOUND 1,0,0,0
210 GOSUB 4000
215 Z=LE+5:IF Z>10 THEN Z=10
220 FOR I=1 TO Z
230 START(I)=INT(RND(0)*19)*7+16
240 X1(I)=INT(RND(0)*9)-4
245 IF X1(I)=0 THEN 240
250 DEL(I)=INT(RND(0)*7)
255 X(I)=START(I):Y(I)=12
260 NEXT I
290 FOR Q=1 TO 10:COL(Q)=0:NEXT Q
300 FOR Q=1 TO Z:COL(Q)=3:NEXT Q
500 REM MAIN LOOP
510 F=20:SOUND 3,10,10,12:GOSUB 5000:SOUND 3,0,0,0:FOR W=1 TO 200:NEXT W
515 A=80:B=30
520 FOR L=1 TO 24:SOUND 0,L,8,2
540 FOR I=1 TO 10:TRAP 550
545 COLOR 0:PLOT A,B:GOSUB STICK(0):COLOR 2:PLOT A,B
546 GOSUB 2500
550 IF DEL(I)>0 THEN DEL(I)=DEL(I)-1:GOTO 680
555 TRAP 680:COLOR COL(I)
557 IF COL(I)=0 AND Y(I)>73 THEN 660
560 PLOT START(I),12:DRAWTO X(I),Y(I)
660 IF Y(I)=76 THEN IF COL(I)=3 THEN GOSUB 2000
670 X(I)=X(I)+X1(I):Y(I)=Y(I)+4
680 NEXT I
700 NEXT L:FOR W=1 TO 150:NEXT W:SOUND 0,25,8,1:FOR W=1 TO 200:SOUND 0,0,0,0
710 GOSUB 12000
720 REM SCORING
730 IF F=0 THEN 740
735 F=F-1:BO=BO+5*(INT(LE/2)+1):GOSUB 5000:SOUND 0,20,10,8:SOUND 0,0,0,0:GO TO 7
30
740 FOR I=0 TO 6
745 IF I=3 THEN I=4
750 LOCATE CITMID(I),76,Q:LOCATE CITMID(I),77,R:IF R<>2 AND S<>2 THEN CITY(I)=9
GOTO 755
752 BO=BO+50*(INT(LE/2)+1):GOSUB 5000
753 COLOR 0:FOR X=72 TO 79:PLOT CITMID(I)-3,X:DRAWTO CITMID(I)+3,X:NEXT X
754 SOUND 0,20,10,8:SOUND 0,0,0,0
755 NEXT I
760 REM
850 FOR W=1 TO 500:NEXT W
855 FOR S=1 TO 260 STEP 10:SOUND 0,S,10,8:NEXT S:SOUND 0,0,0,0
860 SC=SC+BO:BO=0:GOSUB 5000:FOR W=1 TO 1000:NEXT W
```

Illustration: Dorian Cross



RUNS ON AN ATARI 400-800 IN 16K

BY DAVID RAWLINGS

High above the planet the alien attack fleet awaits the final order to launch their deadly heat seeking missiles. Meanwhile on the planet's surface the defence system is on Red Alert. All shields are up ready to defend the cities and lasers are at the ready — preparing to blast the missiles out of the atmosphere as they race toward the gleaming spires and towers of the vunerable cities. What will the outcome be? Will the cities be saved? Or will the alien attackers reduce them to piles of smoking rubble? only you will know. You are in charge of the defence systems which protect those all important cities. Can you save them? Play On!

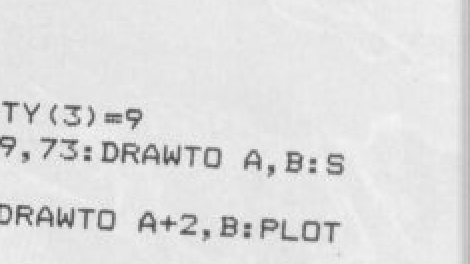
MISSILE ATTACK

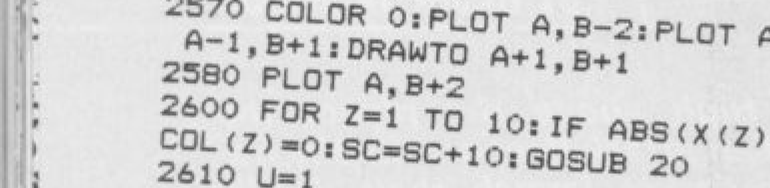


```
900 LE=LE+1
905 FOR I=0 TO 6
906 IF I=3 THEN I=4
907 TOT=TOT+CITY(I):NEXT I
908 TOT=TOT-INT(SC/10000)+BC
909 IF TOT<>54 THEN 920
910 GRAPHICS 2+16:SETCOLOR 4,3,2:SETCOLOR 4,3,2:POSITION 5,5:? #6;"the end";:POS
ITION 2,7
915 ? #6;"SCORE: ";SC;:IF SC>HS THEN HS=SC
916 POSITION 5,9:? #6;"HS=";HS:FOR WW=1 TO 1500:NEXT WW
917 FOR AA=0 TO 6:CITY(AA)=0:NEXT AA:REP=REP+1:GOTO 0
920 TOT=0
930 IF INT(SC/10000)=BC THEN 990
940 FOR C=0 TO 4:C(C)=PEEK(C+708):NEXT C:GRAPHICS 1:FOR C=0 TO 4:POKE C+708,C(C)
:NEXT C
```



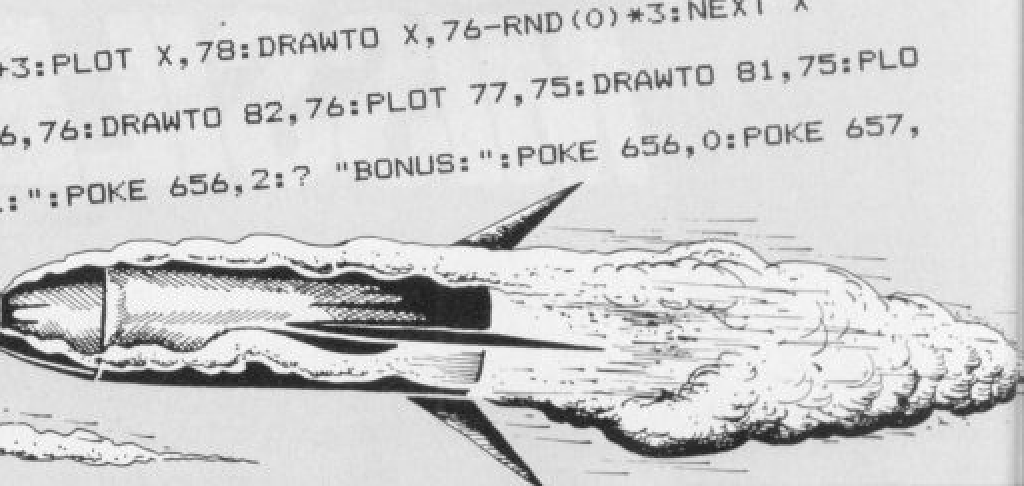
```
950 FOR C=0 TO 10:POSITION 5,10:? #6;"BONUS CITY":FOR W=1 TO 30:NEXT W:POSITION
5,10:? #6;"bonus city"
960 FOR W=1 TO 30:NEXT W:NEXT C:BC=BC+1
970 FOR C=1 TO 100:CC=INT(RND(0)*7):IF CC=3 THEN CC=4
975 IF CITY(CC)=9 THEN CITY(CC)=0:GOTO 990
977 NEXT C
990 GO TO 200
1000 REM
2000 LOCATE X(I),77,Q:IF Q=2 THEN GOSUB 7000
2015 FOR W=1 TO 4:SOUND 1,W*6,8,8:TRAP 2030:COLOR W:PLOT X(I),75:PLOT X(I)+1,74:
PLOT X(I)+1,76:PLOT X(I)-1,76
2020 PLOT X(I)-1,74:PLOT X(I),73:PLOT X(I),77
2030 NEXT W:SOUND 1,0,0,0:Y(I)=76
2040 RETURN
2500 IF STRIG(0)=1 OR CITY(3)=9 OR F=0 THEN RETURN
2505 LOCATE 79,75,Q1:LOCATE 79,76,Q2:IF Q1<>2 AND Q2<>2 THEN CITY(3)=9
2510 COLOR 2:SOUND 1,2,8,8:PLOT 79,73:DRAWTO A,B:COLOR 0:PLOT 79,73:DRAWTO A,B:S
OUND 1,0,0,0:F=F-1
2520 COLOR 1:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:PLOT
 A-1,B+1:DRAWTO A+1,B+1
2530 PLOT A,B+2
2570 COLOR 0:PLOT A,B-2:PLOT A-1,B-1:DRAWTO A+1,B-1:PLOT A-2,B:DRAWTO A+2,B:PLOT
 A-1,B+1:DRAWTO A+1,B+1
2580 PLOT A,B+2
2600 FOR Z=1 TO 10:IF ABS(X(Z)-A)<4 THEN IF ABS(Y(Z)-B)<4 THEN IF COL(Z)=3 THEN
COL(Z)=0:SC=SC+10:GOSUB 20
2610 U=1
2620 NEXT Z:GOSUB 5000:RETURN
3000 REM
4000 REM SET UP SCREEN
4010 GRAPHICS 7:SETCOLOR 2,RND(0)*16,2:SETCOLOR 4,RND(0)*16,8:SETCOLOR 0,RND(0)*
16,2
```



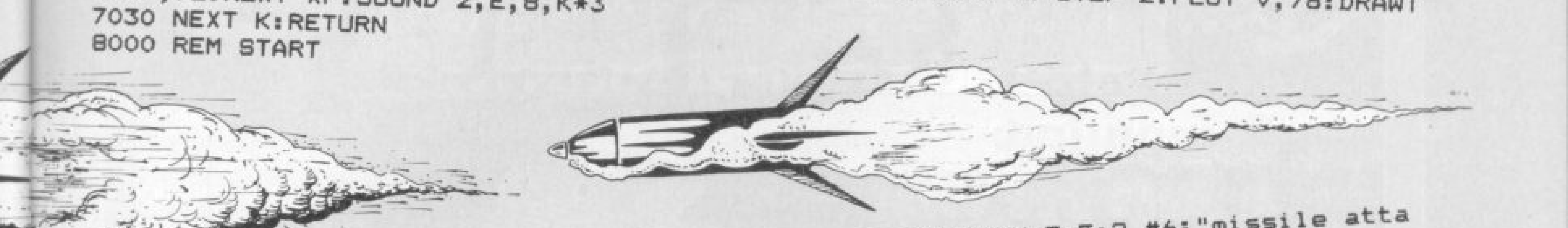


```
4020 AA=INT(RND(0)*16+1):BB=INT(RND(0)*16+1):IF AA=BB THEN 4020
4025 SETCOLOR 0,AA,10:SETCOLOR 1,BB,10:COLOR 1
4060 FOR X=76 TO 79:PLOT 0,X:DRAWTO 159,X:NEXT X
4070 PLOT 0,73:DRAWTO 0,75:PLOT 1,74:PLOT 1,75:PLOT 2,75
4080 PLOT 159,73:DRAWTO 159,75:PLOT 158,74:PLOT 158,75:PLOT 157,75
4100 FOR I=0 TO 6:COLOR 2
4105 IF I=3 THEN I=4
4107 IF CITY(I)=9 THEN 4120
4110 FOR X=CITMID(I)-3 TO CITMID(I)+3:PLOT X,78:DRAWTO X,76-RND(0)*3:NEXT X
4120 NEXT I
4130 PLOT 76,77:DRAWTO 82,77:PLOT 76,76:DRAWTO 82,76:PLOT 77,75:DRAWTO 81,75:PLO
T 78,74:DRAWTO 80,74:PLOT 79,73
4140 POKE 752,1:POKE 656,0:? "LEVEL:":POKE 656,2:? "BONUS:":POKE 656,0:POKE 657,
```

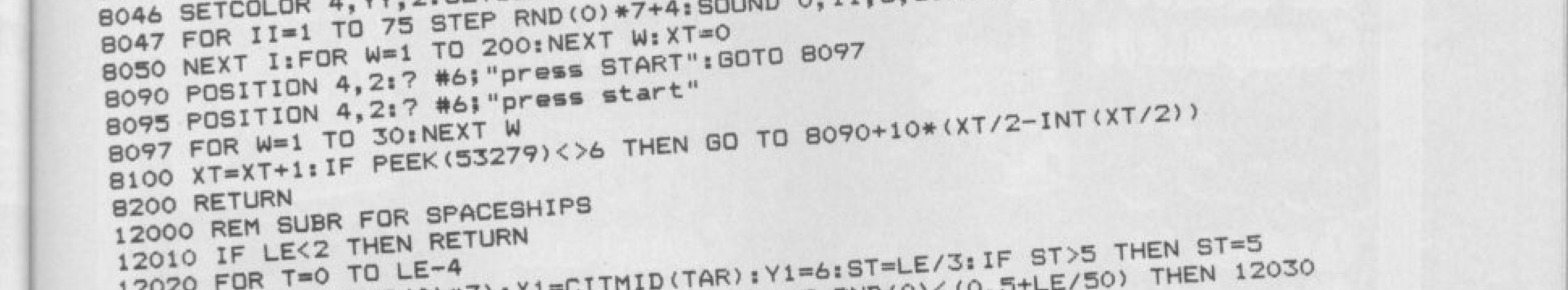




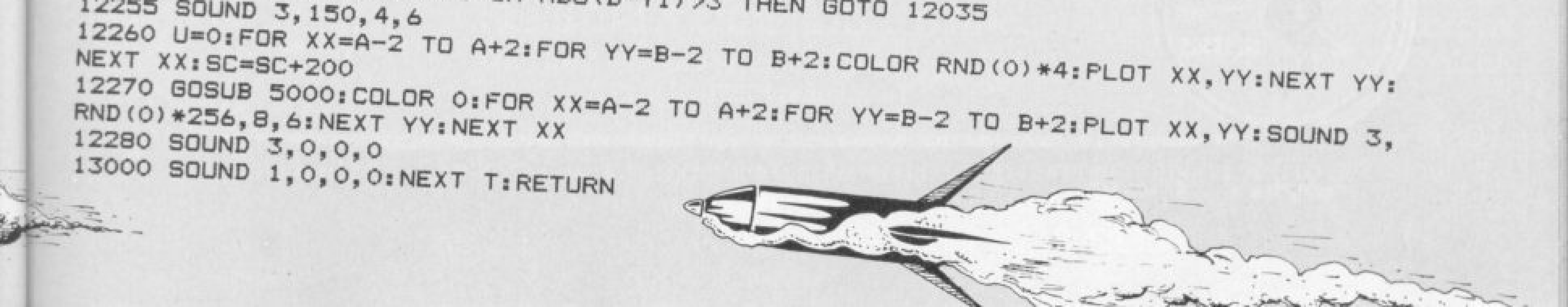
```
27:? "FUEL:"
4150 POKE 656,2:POKE 657,27:? "SCORE:"
4160 POKE 656,1:POKE 657,10:? "HIGH SCORE=";HS;
4900 RETURN
5000 POKE 656,0:POKE 657,8:? LE;:POKE 657,32:? F;" "
5010 POKE 656,2:POKE 657,8:? BO;"   ";:POKE 657,33:? SC;:RETURN
7000 FOR E=1 TO 200 STEP 5:SOUND 2,E,8,8:NEXT E
7005 V=X(I):FOR K=3 TO 0 STEP -1:COLOR K:PLOT V,78:DRAWTO V-3,78:PLOT V,78:DRAWT
O V-3,76:PLOT V,78:DRAWTO V-2,75
7010 PLOT V,78:DRAWTO V,74:PLOT V,78:DRAWTO V+2,75:PLOT V,78:DRAWTO V+3,76:PLOT
V,78:DRAWTO V+3,78:NEXT K
7020 FOR K=3 TO 0 STEP -1:COLOR K:FOR XP=X(I)-6 TO X(I)+6 STEP 2:PLOT V,78:DRAWT
O XP,72:NEXT XP:SOUND 2,E,8,K*3
7030 NEXT K:RETURN
8000 REM START
```



```
8010 GRAPHICS 2+16:SETCOLOR 4,3,2:SETCOLOR 2,3,2:POSITION 3,5:? #6;"missile atta
ck"
8020 POSITION 3,9:? #6;"david rawlings":POSITION 5,10:? #6;"@ 1982"
8025 POSITION 3,7:? #6;"HIGH SCORE=";HS;
8030 FOR W=1 TO 500:NEXT W
8035 FOR I=1 TO 40
8040 XX=INT(RND(0)*20):YY=INT(RND(0)*12)
8045 POSITION XX,YY:? #6;"*";
8046 SETCOLOR 4,YY,2:SETCOLOR 2,YY,2
8047 FOR II=1 TO 75 STEP RND(0)*7+4:SOUND 0,11,8,8:NEXT II:SOUND 0,0,0,0
8050 NEXT I:FOR W=1 TO 200:NEXT W:XT=0
8090 POSITION 4,2:? #6;"press START":GOTO 8097
8095 POSITION 4,2:? #6;"press start"
8097 FOR W=1 TO 30:NEXT W
8100 XT=XT+1:IF PEEK(53279)<>6 THEN GO TO 8090+10*(XT/2-INT(XT/2))
8200 RETURN
12000 REM SUBR FOR SPACESHIPS
12010 IF LE<2 THEN RETURN
12020 FOR T=0 TO LE-4
12030 TAR=INT(RND(0)*7):X1=CITMID(TAR):Y1=6:ST=LE/3:IF ST>5 THEN ST=5
12031 IF LE>12 THEN IF CITY(TAR)=9 THEN IF RND(0)<(0.5+LE/50) THEN 12030
12035 Y1=Y1+ST
12037 SOUND 1,Y1,10,8
```



```
12040 COLOR 3:PLOT X1,Y1-1:PLOT X1+1,Y1:PLOT X1,Y1+1:PLOT X1-1,Y1
12050 TRAP 12060:COLOR 0:PLOT A,B:GOSUB STICK(0):IF LE<10 THEN GOSUB STICK(0)
12055 COLOR 2:PLOT A,B
12060 COLOR 0:PLOT X1,Y1-1:PLOT X1+1,Y1:PLOT X1,Y1+1:PLOT X1-1,Y1:SOUND 1,Y1*2,1
0,8
12100 IF Y1<77 THEN 12200
12105 FOR E=1 TO 200 STEP 5:SOUND 1,E,8,8:NEXT E
12110 TRAP 13000:FOR XX=X1-5 TO X1+5 STEP 2:FOR YY=Y1-5 TO Y1+5 STEP 2:COLOR RND
(0)*4:PLOT XX,YY:NEXT YY:NEXT XX
12115 SOUND 1,0,0,0
12120 COLOR 0:FOR XX=X1-2 TO X1+2:FOR YY=Y1-6 TO Y1+2:PLOT XX,YY:NEXT YY:NEXT XX
12150 SOUND 1,0,0,0
12190 GO TO 13000
12200 GOSUB 2500
12210 IF U<>1 THEN 12035
12250 U=0:IF ABS(A-X1)>3 OR ABS(B-Y1)>3 THEN GOTO 12035
12255 SOUND 3,150,4,6
12260 U=0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:COLOR RND(0)*4:PLOT XX,YY:NEXT YY:
NEXT XX:SC=SC+200
12270 GOSUB 5000:COLOR 0:FOR XX=A-2 TO A+2:FOR YY=B-2 TO B+2:PLOT XX,YY:SOUND 3,
RND(0)*256,8,6:NEXT YY:NEXT XX
12280 SOUND 3,0,0,0
13000 SOUND 1,0,0,0:NEXT T:RETURN
```

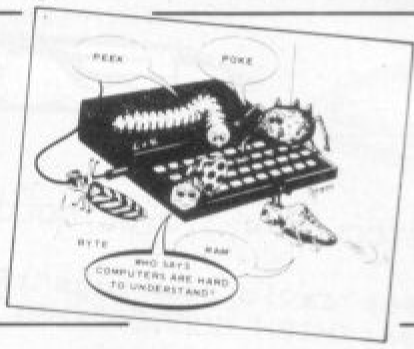


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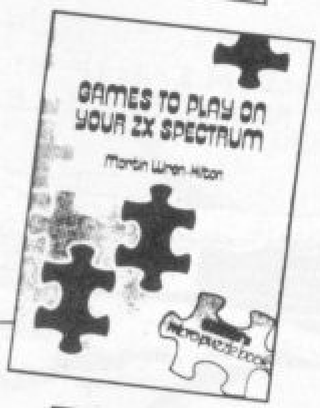
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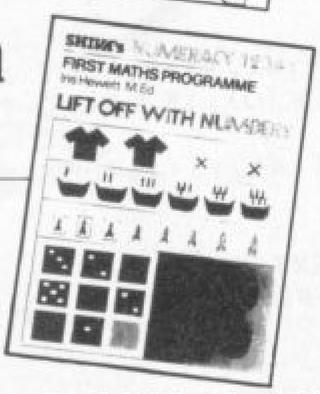
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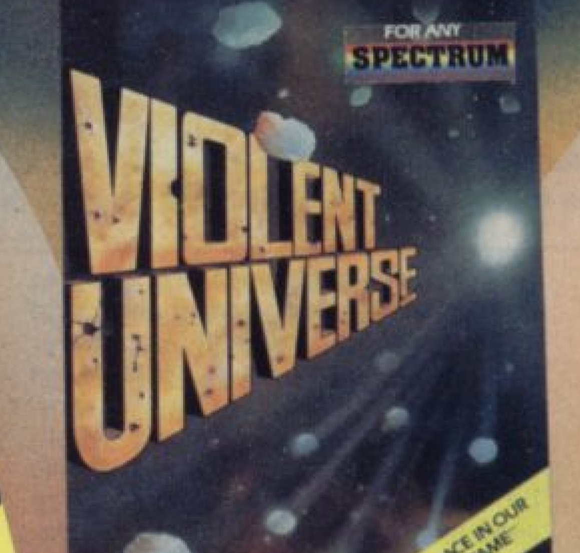
September is the last month to qualify for the Black Hole championship. However, from October the sender of the highest valid score each month will win software of their own choice to the value of £50.

The Black Hole is a technicoloured confection of special effects...very demanding; magnificent graphics. (Soft) The explosion effects are some of the best we have seen. ...(Sinc User)



SOFTWARE BY QUEST

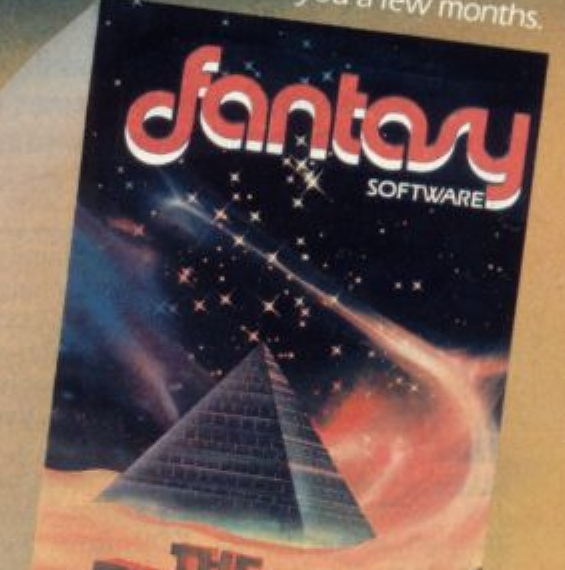
Totally original game plan. Addictive, challenging and offering a complete visual experience with its animated graphics and violent explosive effects. Compatible with ALL leading joysticks.



SOFTWARE BY QUEST

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Waldo the Wizard — the Game network's trademark

PLAY

The cable TV revolution won't just mean more sport and soap operas beaming into your front rooms. Computer games will also be zapping down the cables to provide yet another way of getting software for your micro. TIM METCALFE takes a look at two cable games services which will come on-line early next year. Will cable change the face of video gaming?

PICTURE the scene. A bored family sitting around the TV, watching yet another repeat of *The Good Life*. Suddenly there's a flash of light, a puff of orange smoke and a strangely dressed being appears through the screen!

"Hi! I'm Captain Cable, defender of the viewer," says the odd visitor." My mission is to protect YOU from TV boredom. No longer do you have to suffer the tyranny of the dreaded repeat. I can bring you the TV programmes of your dreams — and computer games too!"

Soon the family are happy and laughing again, playing the latest space shoot 'em up on their special cable games console supplied by Captain Cable. "Gee, thanks Captain," says little Bobby, "We'll never have to watch *Game for a Laugh* again!"

Well, maybe the arrival of cable television won't be so dramatic in your home, but there's no doubt that it will change the way you use your TV.

If you are lucky enough to live in an area where there is already a cable system linking your home with a "head end" station — that's where the films, games and news come from — you should be able to get a games service shortly after cable TV starts early next year.

Two major companies are going to provide a computer games service to subscribers when cable TV gets under way. W. H. Smith have come to an agreement to distribute services provided by The Games Network, a Californian company. And Thorn-EMI will be using their own cable networks to send games for popular micro-computers into your homes on their Telesoftware system.

The two systems illustrate the different approaches to playing games by cable. The W. H. Smith service, The Games Network, will be offered as a package to companies operating a cable system — who in turn will sell it to you the customer.

The Games Network needs a special computer to download the games, you can't just plug your own home micro into the system. This machine is called The Window and is a 64k micro custom built for The Games Network.

Subscribers to the network will be able to chose from 20 different games each month — selecting the game and playing it using The Window. Each month at least five new games will replace the least popular offerings on the system. The games are stored on a head-end computer system, which includes a fail-safe back-up to prevent any problems.

It will be a 24 hour system too — so if you want to blast a few aliens at three o'clock in the morning you'll be able to do just that! W. H. Smith say that the cost to the subscriber will be around £10 per month. They reckon that if you wanted to play as many games per month as the network will provide you'd need to spend around £100 on tapes or cartridges.

Any of you having ideas about copying the games from the network system had better think again. The Window has built in security systems to prevent you doing it! There's no way you can save your favourite game, you have to pay as you play.

Initially The Games Network will use games written in the U.S. but W. H. Smith say they want to gradually introduce British written software into the system.

The Games Network was tested in California and started in earnest in September this year. In the States the network recommends that cable companies charge subscribers $49.95 to install the computer. The cable company keeps $15 of the installation fee and the customer gets $20 back when he ends his subscription.

Thorn-EMI hope to hold several of the cable franchises when the Government decides later this year. They will

use their Telesoftware system to distribute games already available on their software catalogue.

The main difference is that unlike The Games Network, subscribers will be able to use their own micro. The games will download onto any of the popular home-computers including Spectrum, Atari, Texas, Vic-20, Commodore 64, BBC and, in the near future, the new Electron.

Subscribers will need a TV top adapter and Thorn-EMI are developing special cartridges for cartridge based machines to allow communication between the Telesoftware system and the computer.

The subscriber simply calls up a menu page, selects another page detailing games for his or her machine and then choses a game and downloads it.

Telesoftware hope to have up to 100 games on their system, again being monitored for popularity so changes can be made to the catalogue.

They also plan to use other software other than that marketed by Thorn-EMI.

They say they went for a cable distribution system rather than a telephone line system — like Micronet — simply

BY CABLE

because of the speed of downloading and number of games that can be stored on the head end computers.

Both W. H. Smith and Thorn-EMI are aware of the tremendous potential that cable systems have for testing out new games and discovering if they are winners or not. This would save a lot of time and money and popular games would soon find space on the packed software shelves.

The Government has invited applications for the first pilot cable franchises in August. By November this first dozen should have received the green light and by next year should be in operation. Thorn-EMI have applied for franchises in Scotland, Coventry and Leicester.

But many thousands of homes already have access to cable TV so they could be receiving a games service before the rest of the country.

It remains to be seen how popular playing-by-cable will be. Will micro owners give up buying software? Or will cable games be able to exist side by side with existing outlets for software?

Many experts are already predicting that cable TV will flop badly in this country. They reckon that people won't want to pay to watch — or play for that matter. But it's really up to you isn't it?

DIAL A VIDEO GAME!

THE days of buying your software on cassette are numbered. The latest way of obtaining programs is called telesoftware. The tele part means the same as in television and telephone — Latin for "from far away" — which is the idea of telesoftware.

Instead of buying a program on a tape or cartridge you can now receive it, transmitted at the speed of light from a computer far away, into your own micro.

There are two ways of doing this. One is to transmit the program down a wire using either a specially installed cable or the existing phone line.

The alternative is to broadcast the software through the airwaves as a radio signal and let your micro decode it when it arrives.

Both systems are currently available and although they both allow you to "download" programs, there are also many differences between them. Let me explain . . . Both systems are very new. The newest, though, is run by the good old BBC and is currently available only for the BBC model B micro.

This telesoftware system is the latest addition to the BBC's Ceefax service which puts screens of written information on your television.

Until now there was only the normal information which everyone needs for their daily life, like the current share prices and today's price of fillet steak.

What the BBC had been dreaming of was to produce a Ceefax adaptor to enable BBC micro users to access Ceefax instead of the normal way which involved buying a special TV set for around £100 more than a normal one.

It was thought that, if the BBC micro could receive pages of information then why couldn't programs be transmitted on Ceefax pages and loaded into the micro? Well now they can.

This is the BBC's entry in the telesoftware stakes and there are currently around six to eight programs which you can download, as well as having full access to the rest of the Ceefax database.

You can also look at ITV's teletext service which is called Oracle although the BBC don't mention this. Anyway, Oracle doesn't have telesoftware on its pages.

To access Ceefax on your BBC you will need to buy the Acorn Teletext adaptor. This will cost you £225, for which you get the box of tricks itself, a ROM which you can install yourself without invalidating the guarantee, and a glossy 73 page manual.

Because the data from Ceefax is broadcast over the airwaves, communication is only one way. You'd need a pretty big transmitter in your garden to talk back!

This means that you can't, for example, say "send page 147". So what happens is that the Ceefax transmitter sends each page for about a fifth of a second and then sends the next and so on. Then it starts again from the beginning.

You tell the Teletext adaptor which page you want and the machine then waits for that page to come round, "grabs" it from the system and displays it on screen for as long as you wish.

Although there is no real limit to the number of pages which are available on Ceefax, it is kept at around five to six hundred to keep access times as short as possible. One complete cycle takes 15 seconds.

It's not as simple as that, though. Each page, of which there are a couple of hundred, can have up to 99 sub-pages which are extensions of that page. So a screen which is labelled 147 5/8 means page 147, sub page 5 of 8.

The computer cycles through the pages transmitting all the sub page 1's, then cycles again transmitting the 2's and so on. So if you're looking for a certain frame it may take time. If you are downloading a 10-page Basic program though, and the first page the machine finds is sub-page 5, then it will load from there and pick up the first four frames when they come round.

This works on Basic programs only — if you are waiting for a text or machine code file then the chances are that it will have to wait and start from the front page.

The most important and useful difference between Ceefax on a special TV and Ceefax on a BBC micro is that a Basic program on a BBC can access pages from Ceefax as if they were stored in the computer's memory and then manipulate them.

For example, there is a program which asks you to choose a menu for a dinner party from a wide range of ingredients. When you have chosen, the computer looks up the "today's food prices" page on Ceefax, extracts the prices of the items chosen and shows you what you would expect to pay for the meal.

If the program is used again the next day, then new prices will be used.

Ceefax is not seen as being a long term software library, and there will only be about seven or eight programs available at one time. These will be changed every 14 days. There will also be software to tie in with schools television broadcasts, and this will be changed weekly to coincide with the programmes.

The other way of receiving telesoftware is via direct wire link between your micro and the computer which is sending the program.

To avoid laying extra cables, most of these systems use the existing telephone line. Such a system is Micronet 800.

Micronet (to its friends) is a large database of information held on an even larger database called Prestel. Prestel is run by British Telecom and owing mainly to the cost of the hardware needed, had only about 10,000 members as of last year.

These were mainly business users. Then someone had the idea of opening an area of Prestel especially for micro users, with the micro doing most of the work of decoding the signals from the phone. All that would then be needed would be a simple piece of equipment to link the micro to the phone.

This system is called Micronet and began operation in April of this year. It starts on page — you guessed it! — 800 of Prestel and has space for around 30,000 frames.

Membership of Micronet also gives you access to the rest of Prestel, which totals some 250,000 pages. Some of these are for private use by certain companies but most are freely available to look at. Micronet also offers telesoftware, with a range of programs which can be downloaded via the phone into your computer.

Transmission on Prestel is two-way. As well as being sent information, you can also send data from your set to the Prestel computer.

This means that you can request a particular page and Prestel will transmit it to you.

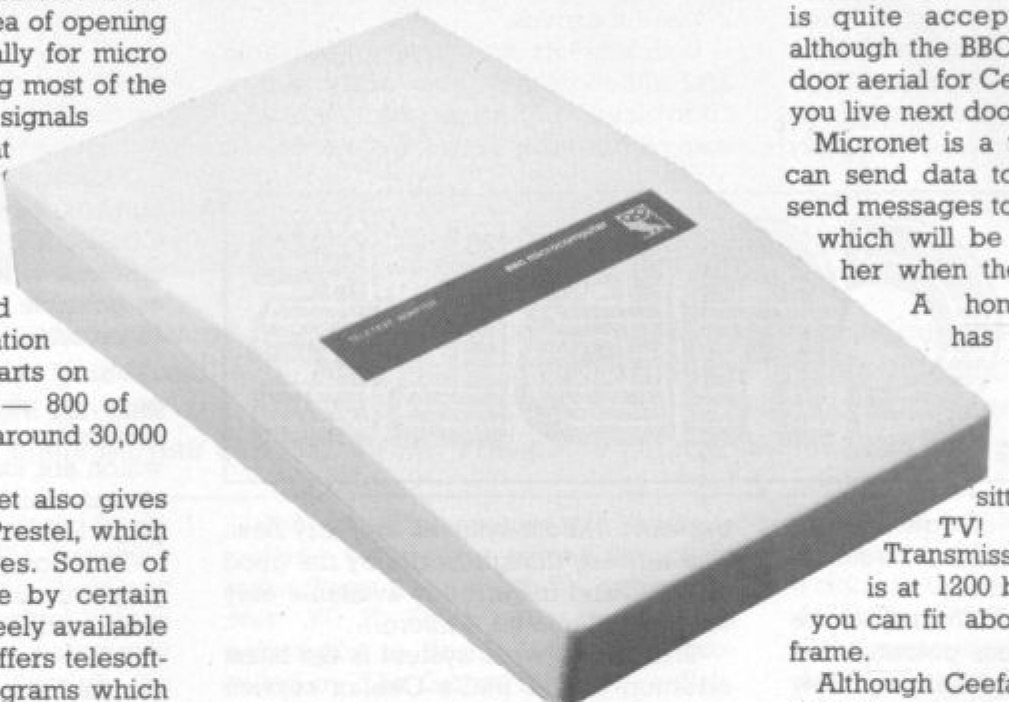
Data from Prestel to you is transmitted at 1200 baud, which is the same speed as loading from cassette. There is hardly any delay between pages on longer multi-frame programs.

Because you are on line to a live computer when using Micronet, there is a lot more available to you besides telesoftware. But for the same reason, the computer knows who you are and what telesoftware you are downloading and what other pages you are looking at.

So every three months you receive a Prestel bill, as well as a severe shock when your phone bill arrives!

Micronet can currently be used on the Spectrum, BBC, Apple and Tandy. Link-up for more computers is planned.





The BBC Teletext adaptor (above) and Spectrum with Micronet modem.

There are at least a hundred free programs on the system for each computer, which can be downloaded for the cost of a phone call. There are also programs which will cost you money. These are either written by contributors or by professional software houses.

You can download the latest releases from the major companies more cheaply than ordering the cassette. However, if you then have trouble saving the program on cassette you've lost your money.

These charges go on your Prestel bill, as does your Micronet subscription. About 80% of Prestel pages are free.

There is also a charge for being connected to the Prestel computer. During office hours your bill increases by 5p a minute, but at other times it is free.

These are the two database/telesoftware systems currently available in this country.

To connect to Micronet costs between £60 and £150 for the modem to link the computer to the phone, depending on your micro, BBC is the cheapest.

You also need to register as a Prestel user which costs £5 a quarter, and as a Micronet user which is £8 a quarter.

Then there are telephone charges and also page charges, although these can be avoided.

The BBC Teletext adaptor costs £225. Once you have paid for it then there are no other charges at all. You can download programs and access the entire Ceefax database as often as you like.

The entire database, though, is only 500 pages in length while Micronet alone has 30,000. Prestel has nearly ten times more. The Prestel and Micronet system is available 24 hours a day, seven days a week. Ceefax is available only while the BBC transmitters are active: from around 6.30am to 1am.

Both systems are quite accurate in the transmitting of data. The telephone line is quite acceptable for Micronet, although the BBC recommends an outdoor aerial for Ceefax reception, unless you live next door to a transmitter.

Micronet is a two-way system. You can send data to Micronet, and even send messages to a fellow subscriber, which will be waiting for him or her when they next use Micronet.

A home banking section has just been introduced whereby you can handle your account, pay bills and see your statement while sitting at home watching TV!

Transmission of Micronet pages is at 1200 baud and, like Ceefax, you can fit about 1k of program on a frame.

Although Ceefax transmission is faster and can download a single-frame program in hardly any time at all, multi-frame programs take as many 15-second cycles as there are frames.

I watched a 20-page program loading. It took six minutes. The maximum program size which you can download is governed by the amount of RAM which the micro uses to process the telesoftware and other data.

Installing the telesoftware ROM in a BBC reduces RAM by around 1.5k, whereas the Micronet-handling software takes 17k of the 32k available to a BBC B user. (One of the reasons why Micronet won't run on a model A).

So now it's make-your-mind-up time. You can either get into the telesoftware habit or carry on sending off for cassettes.

If you'd like to get into this new technology and have a BBC micro then you're lucky enough to have a choice.

If you've got a different computer then you can either join Micronet or hope that someone will make a Teletext adaptor for your machine.

BY ROBERT SCHIFREEN

CHOOSING A HOME MICRO

WARNING

Choosing a home micro can be a daunting task to the newcomer, and with an ever increasing number of micros emerging on the market, even up-grading, say, from a ZX81 can be a risky and expensive exercise if the wrong decision is made. It is important to look at the real facts and specifications, and check exactly what you get for your money before choosing your micro-computer system.

THE PITFALLS

"DON'T LET THE ADD ONS ADD UP"

A number of large companies are offering packages that seem to be good value and low cost.
These offers usually have a hidden sting inasmuch as the essential accessories such as connection leads, peripherals and software often carry very high cost premiums.
e.g. software for low cost hardware usually costs between £29 and £49 for a ROM cartridge!!

CHECK THE QUALITY OF THE PRODUCT.

Raw materials are now an area where corners can be cut, and shoddy workmanship during 'building' can effect the 'up-time' of your unit. Areas to watch out for are unreliable edge connectors, corrosion and poor quality P.C.B.s. Low quality components and bad design will seriously effect the reliability of the end product, and can lead to false economy.

DON'T BUY A GAMES MACHINE

Unless you want just games and nothing else! With a games computer you are limited.
Some computers, however, have the advantage of both games facility plus the whole world of computing to explore, as your interest and skills develop. A real computer system will allow you to expand your knowledge of the Hi-Technology world, and help earn its keep with its added uses in the field of education, communication and home business use.

SOFTWARE

Make sure the system you choose has a growing library of support software, to enable you to realize the full potential of your machine.

KEY POINTS TO LOOK FOR

● High Resolution Colour

In general most home computers have a poor graphics resolution (or detail). Check on the vertical and horizontal resolution in graphic mode and multiply the two numbers together. If the result is less than 35,000, then the graphics can hardly be considered high resolution. Without high resolution graphics displays such as those used in games tend to be "Chunky" in appearance.

● High Quality Sound

Some computers claim to provide a sound channel when in reality all that can be found inside the computer is a small buzzer controlled by electronic pulses. At the very least a sound facility should provide more than one channel and a raise channel as well (for gun shot effects in games for example). The best systems also provide envelope control of the sound channels to produce very sophisticated effects; very important for generating music. Also look for the ability to connect to external amplifiers.

● Keyboard

For accurate entry of programs and data into a computer it is important that the keyboard has a good tactile feel in operation. Coupled with acoustic feedback the user is fully aware when the computer has accepted his/her actions. Also of importance in a keyboard is layout. A standard computer keyboard layout will familiarise the user with the vast majority of computers used in the world of business and professional applications; very important if the purpose of purchasing a computer is educational.

● RAM

One of the most important features of a computer is the amount of RAM, or memory, included. In general the more powerful and exciting a computer program is the more RAM it requires. But take care, all computers are advertised quoting the total RAM used in the system. Computers use up a great deal of their own RAM for storing essential data and particularly in supporting the graphics display and the CPU.
If it is less than 32K think again, is it enough?

● Computer Language

It is too dificult to program a computer in its own binary language so high level languages are used, the most popular being BASIC. However, there are a number of BASICs, some being very different from the rest. A de facto standard in the computer industry is Microsoft BASIC.
Learn this one and you will be able to program in the majority of computer BASICs; such an important point if a home computer is to be used to educate your children to face the technology of the future.

● Expansion

As your interest and knowledge of computing grows, you will need a computer system that will grow with you; able to accommodate Printers, Disk-drives, Joysticks, Communications Modem, and Colour Monitor, as well as produce HI-FI sound effects.



Choosing the right system carefully will save you from throwing your money away. Check full specification, plus peripherals and software prices, before you buy. Preferably choose a Real computer system that can expand to meet your needs.

● Software

The computer you choose should have a growing selection of utility software to make the most of its capability.
Remember, computing is here to stay. You can't learn to compute on a toy, or a device which does not behave like a real computer.
In short, look out for a computer which offers all the points above, and you will be sure of getting the best value for money.

To find out which company offers you the right choice, with:-

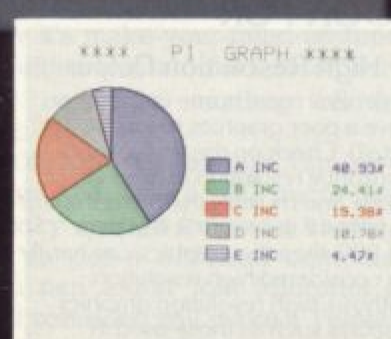
- Good value, high specification, quality micros.
- A quality, 4 colour, plain paper printer/plotter.
- Communications Modem.
- Micro Disk Drives.
- Comprehensive and growing range of software

TURNOVER... →

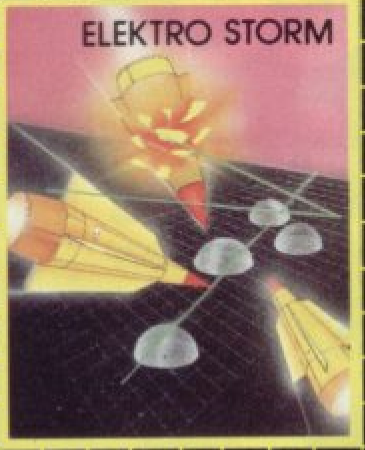

ORIC-1

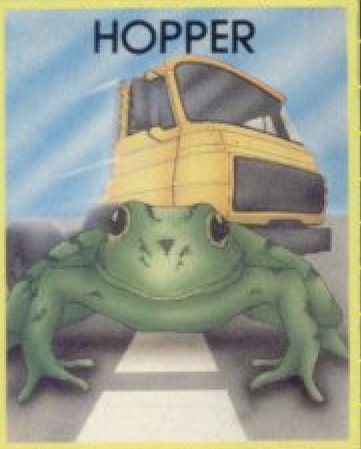

ORIC-1
ORIC-1

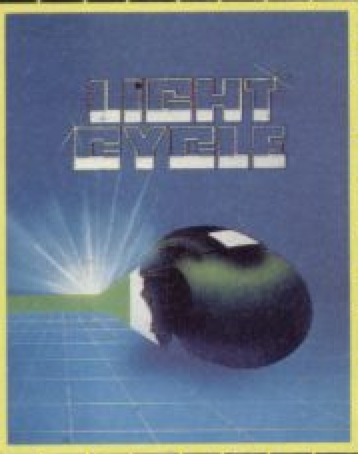

ORIC-1

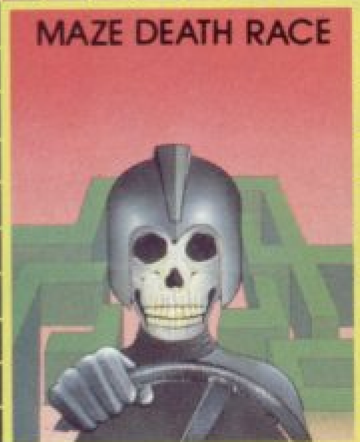

**** P1 GRAPH ****
A INC 40.93%
B INC 24.41%
C INC 19.38%
D INC 10.78%
E INC 4.47%

Arcade Action for Spectrum and ZX81 16K, 48K











ELEKTRO STORM

Earth is under attack from wave after wave of intergalactic missiles – your mission is to blast them out of the sky with your laser cannon before the whole human race is wiped out.

SPECTRUM 48K 5·95

HOPPER

Help FERGUS and his friends across the highway avoiding the traffic, and then over the treacherous river on the backs of turtles and logs to the safety of the lilly pond.

Features include: 6 lanes of traffic, diving turtles, crocodiles & flies.

ZX81 16K 3·95
SPECTRUM
16K 48K 5·95

LIGHT CYCLE

The MASTER CONTROL PROGRAM has ordered you to race your light cycle on the infamous grid. This is an incredibly fast, adrenalin pumping game that is very addictive. There is an option to race against either another player or the computer – but we warn you its very very good!

SPECTRUM
16K 48K 5·95

MAZE DEATH RACE

Drive your 500b.h.p. racing car around a giant maze (9 times the size of the TV screen on the ZX81 version, 32 times for the spectrum). Watch out for the hazards – oil, ice, fallen rocks etc. Not the least of your worries are the chase cars also in the maze – one touch with these means instant death!

ZX81 16K 3·95
SPECTRUM 48K 4·95

PANIC

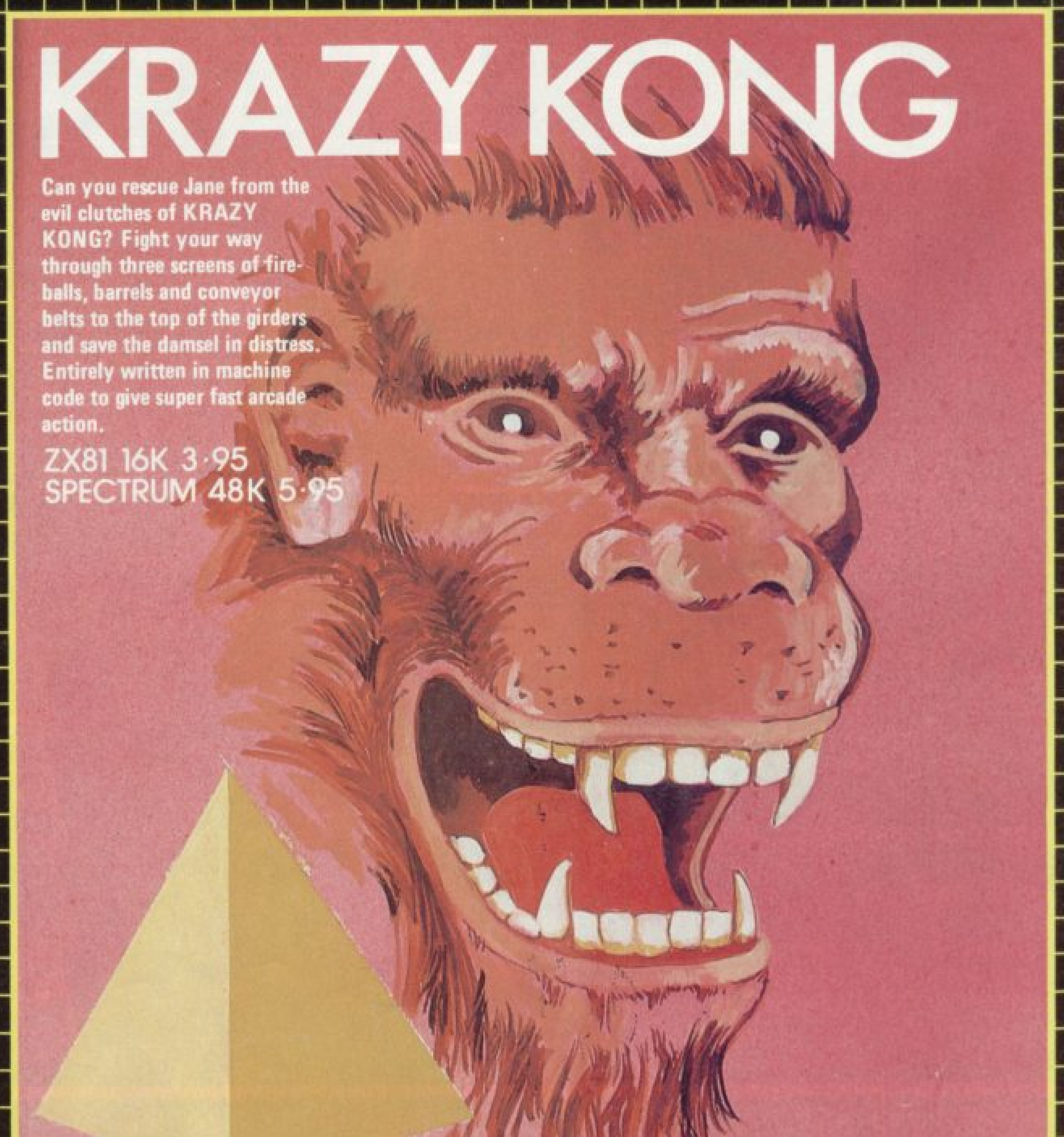
"It must be a nightmare" he screamed as he ran around the maze of floors, desperately climbing ladders to different levels in a vain attempt to evade the monsters.

He had only his neutron hammer to dig holes for the vile creatures to fall into, but even then he had to repeatedly hit them before they dropped to their deaths. As if that wasn't bad enough, the oxygen supply was running out!

SPECTRUM 48K 5·95

PSS

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JETPAC — ULTIMATE

Those nasty little bugs don't just confine themselves to listings from magazines you know; they've been spotted recently happily living in many peoples copies of Jetpac, from Ultimate.

We've been getting quite a few calls saying that when trying to gain a massive score of Jetpac to enter our hall of fame contest the program seems to crash when the score gets to about 120,000. I haven't been able to try this myself as I can only manage just over 40,000 but I am assured that it does happen.

I have spoken to the Ultimate people and they said that they had never heard of such a bug. However, they did say that they will exchange your cassette of Jetpac if you think that it is faulty so the best thing to do if you suspect your cassette is to return it to Ultimate.

ARCADIA — IMAGINE

Another problem with professional software comes with Arcadia from Imagine, which also runs on a Spectrum.

Tudor Costigan wrote in to say that his spectrum crashed with an out of memory error at line 10:10 while he was playing Arcadia.

This occurred at level 244 with a score of 235,301. If anyone else has this problem, or can get anywhere near level 244, then let me know.

DRAUGHTS — ATARI

Thanks to everyone who wrote in to help me with the problem in our Draughts listing from July's issue. When typing the program into an Atari, line 109 would not fit as it was too long by four characters.

I have since discovered the solution so I award myself £5 for the following tip: you can set the left and right margins on the Atari by poking location 82 and 83 respectively.

Normally the left margin is set to four but to enter line 109 (and a couple of others) it is necessary to set the margins to allow a longer line. To do this, type POKE 82,0:POKE 83,39 <return> before typing in the program. If you have a partly typed copy on cassette then load the tape, type the POKEs and then correct your copy and resave it.

VARIABLES ON THE ATARI

Here's a tip for all Atari owners. This program occupies just 245 bytes on an 800 or 400 machine and will print out the values of all the current variables and also the total number of variables used.

To use it, type GOTO 5 and not RUN, otherwise you'll clear all the variables from the machine!

```
5 Graphics 0: POKE 752,1
10 X=2048:Y=0
20 IF PEEK (X)>90 THEN PRINT
   CHR$(PEEK(X)-128):X=X+1:GOTO
   20
30 IF PEEK(X)<48 THEN PRINT:PRINT-
   "THERE ARE ":Y:" VARIABLES.":END
40 PRINT CHR$ (PEEK(X)):
50 X=X+1:GOTO 20
```

If an open bracket character appears after a variable then it means that it is an array. Credit for this masterpiece goes to Guy Coleman from Stratford, London, E15, as does a cheque for £5.

VIC — QUEST — VIC-20

Our listing for the Vic in September's issue was Vic Quest, which worked perfectly when I tested it on our Vic. Our printer, though, was in need of a new ribbon which caused some difficulties with printing. We're saving up for a new ribbon, but in the meantime these are the places where you may have found your vision blurring:

Listing 1: line 1180 The 3 gosubs are 100, 150 and then 100 again. Line 1250 ends with POKE 633,131.

In listing 2:

```
980 V+1, 110
1000 X=11
1110 DEF FNR(
1250 IF E=33
1300 Z=P/20+1 . . . POKE 8121+B,32
1900 Z=P/50+1
3070 . . . F*22,41
3080 F=7703
3500 A$,F,1))+140
3520 POKE V,G*3
```

TURTLE HOP — TEXAS

In Turtle Hop, from September's issue, we economised on space by removing a couple of lines from the program. These were only REMs, which explains the non-existent line 3470. You can cure your turtle by adding line 3470 REM.

The monthly dose of Texas advice comes this time from Mr W. Locksmith from Upton, Chester.

He suggests the following improvements to Turtle Hop from September, to make the program run continuously instead of waiting for a key to be pressed.

This, I am told, makes the game a lot harder to play, so if you think that your are a grand master of the turtle hop then try this:

Remove the ELSE 1170 from line 1190 and insert these lines

```
1193 ON SK GOSUB 2720, 2590, 2590
1196 GOSUB 2180
1199 GOSUB 1390
```

and now see if you can still get such a massive score!

BY ROBERT SCHIFREEN

3D ESCAPE — ZX81

ZX81 owners were puzzled by line 1560 in 3D Escape from September. Although the line was printed out, it does not make sense in Sinclair Basic.

I loaded the tape which the author sent us and it was still there on the screen. I can only assume that our RAM pack has a fault in one of its bits, but I managed to find out the correct value by changing line 1570 to PRINT A.

The program then printed the numbers from 6 to 11, so it seems that the strange dollar sign should in fact be a number 1. Clever, eh?

Logjam — Atari: Logjam for the Atari from October's issue lost half a line during printing. Line 5330 ends in a lone "D". This should say DRAWTO 71,39.

Vic Tips: I said in October that SYS 256 is the same as LOAD. This is not quite correct; SYS 256 starts a machine code program which is at that location. Therefore it will only load if there is a relevant machine code program there.

Texas — Slalom: Slalom from October's issue for Texas works fine, except that your score is not set to zero after each run. To cure this, add the following line; 105 SCORE = 0

Manhatten Invasion — Spectrum: You may find that the program does not register hits and also that the missiles are not drawn correctly. You can correct this by adding a command to line 1 by typing

```
1 INK 7: GOTO 100
```

and the program will now work correctly.

Well that's it for another month. Remember that you can always talk to me about your computing problems on 01-278 3881 between 9.30 and 5.30 Monday to Friday. Any tips published in this column will earn £5.

NO CHARGE FOR Atari • Commodore 64

NEW ATARI 600XL

A brilliant new computer from Atari. Before you choose a computer, check this specification.



- ★ 16K RAM expandable to 64K with one plug-in pack.
- ★ External processor bus for future CP/M module running CP/M2.2 with its own 64K RAM.
- ★ International character set.
- ★ 256 colours - up to 128 displayable at one time.
- ★ 5 text modes and 11 graphics modes.
- ★ Full-travel typewriter-style keyboard.
- ★ 24K built-in BASIC and operating system.
- ★ 4 special function keys.
- ★ Software compatible with almost all existing software for 400/800.

Atari 600XL Computer (AF77J)	Price £159.95
Extension RAM Pack for 600XL (AF79L)	Price £89.95
Program Recorder (AF80B)	Price £49.95
Disk Drive (AF81C)	Price £269.95
Colour Printer (plain paper) (AF83E)	Price £199.95
Letter-quality Printer (AF82D)	Price £299.95
Joysticks (AC37S) ... per pair	Price £13.95
Le Stick (AC45Y) ... each	Price £24.95

The Atari 800XL is unlikely to be available before Christmas, but is in any case no different from the 600 XL except all 64K RAM is built inside box.

Check out our huge range of software for Atari.
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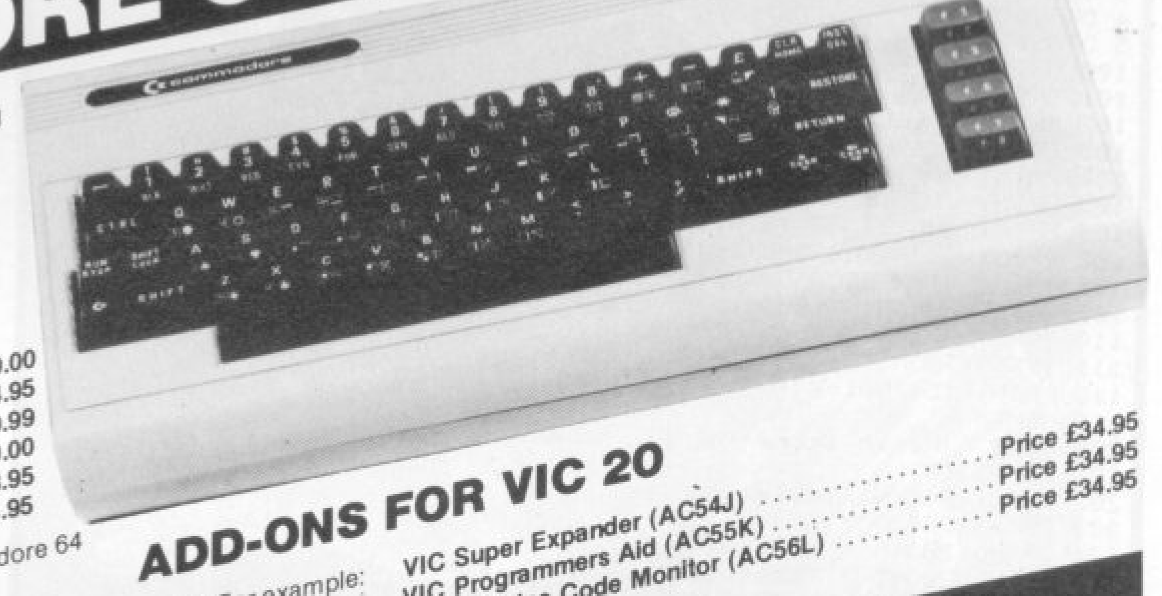
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WE'RE FALLING INTO O

Our resident science fiction expert David Langford leaps into the unknown to discover if there is any light at the end of the tunnel.

```
1 ' SPACE DROP copyright (C) 1983 David Langford
2 '
3 CLEAR1000
4 DEFINTA-Z
5 DIMS$(64)
100 CLS ' Instructions etc follow
101 PRINT@341,"### TUMBLE ###"
102 PRINT:PRINT
103 PRINT"HOW FAR CAN YOU TUMBLE DOWN THE GREAT HYPERSPACE RIFT?"
104 PRINT
105 PRINT"USE LEFT & RIGHT ARROW KEYS TO STEER INTO THE DEPTHS"
106 PRINT"AND SCORE POINTS BY RAMMING THE SINISTER ALIEN '#'"
107 PRINT"CRAFT AS THEY RISE (CUMULATIVE SCORE APPEARS AT LEFT
108 PRINT"WITH EACH SUCCESSFUL HIT)... BUT BEWARE OF HITTING
109 PRINT"ANYTHING ELSE! THE COUNTDOWN HAS STARTED---
110 FORX=1TO500 ' Countdown!
111 IFX<64THENS$(X)=CHR$(192+X) ' Store 'blank' graphics
112 PRINT@154,501-X
113 NEXTX
200 SC=0 ' Reset score for new game
201 ZL=15360
202 CLS ' Set variables for new round
203 PRINT@960," "
204 L=RND(20)+5 ' Left wall
205 R=RND(20)+5 ' Right wall
206 M=16255:Q=35:SP=32:SH=92
207 Z=ZL+L+RND(63-L-R) ' Ship position
208 DL=-1*RND(2) ' Left wall slope
209 DR=-1*RND(2) ' Right wall slope
210 DZ=0 ' Ship motion
211 T=128+RND(62) ' Wall graphics
300 ' Graphics
301 X=63-L-R
302 IF(ABS(DL)ORABS(DR))>1THENV=58ELSEV=62
303 PRINTSTRING$(L,T);S$(X);STRING$(R,T)
304 A$=INKEY$:IFA$=""THEN306' Arrow keys?
305 A=ASC(A$):IFA=8THENDZ=DZ-1ELSEIFA=9THENDZ=DZ+1
306 Z=Z+DZ ' Ship motion
307 ZZ=PEEK(Z):IFZZ<QTHEN310ELSEIFZZ>QTHEN501' Crash?
308 SC=SC+1 ' Score for hitting a #
309 PRINT@896,SC;:PRINT@960,"";
310 POKEZ,SH
400 ' Adjust tunnel width (partly random); random #s
401 IFRND(6)=1THENPOKEM+L+RND(X),Q:IFX<7THENDL=-DL:DR=-DR
402 LL=L+DL
403 RR=R+DR
404 IFLL+RR<VTHEN407
405 IFL>RTHENDL=-DR:GOTO402
406 DR=-DL:GOTO403
407 IFLL<1ORLL>50THENDL=-DL:GOTO402
408 IFRR<1ORRR>50THENDR=-DR:GOTO403
409 L=LL:R=RR
410 IFRND(20)>1THEN301
411 IFX<7THENRQ=RND(3)-2ELSERQ=RND(5)-3
412 IFRND(2)=1THENDL=RQELSEDR=RQ
413 IFX>2THENPOKEM+L+RND(X),T
414 IFRND(5)=1THEN211ELSE301' Random graphic shift
500 ' Crash: score displayed & flashing message
501 PRINT@832,STRING$(63,SP)
502 PRINT@923,"SCORE";SC
503 FORI=1TO20
504 PRINT@960,STRING$(27,191);" CRASH! ";STRING$(28,191);
505 POKEZ,SH
506 FORJ=1TO30:NEXT
507 PRINT@960,STRING$(63,SP);
508 POKEZ,ZZ
509 FORJ=1TO30:NEXT
510 NEXTI
511 ZL=ZL+64 ' Move ship down on screen - harder!
512 A$=INKEY$
600 IFZL<16255THEN202' Ship too low: game ends
601 PRINT@970,":: GAME OVER :: PRESS ANY KEY TO RESTART ::"
602 IFINKEY$<>""THEN200ELSE602
```

EVERYONE has dreams of flying or falling, so they say. Thinking again about pinching game ideas from SF, I realize that many stories feature flying or falling through endless passages or tunnels.

Alice in Wonderland must be one of the first — remember her drop down the rabbit hole? I've often wondered whether Carroll was inspired by the lad who, several years before *Alice*, fell 250 feet down a Great Western Railway tunnel shaft and all the way down kept shouting "Below!" to warn those underneath — thus proving at last that it wasn't the speed of the fall that killed you, just the sudden stop at the bottom.

In A. E. van Vogt's *Slan* — his most readable book, by the way, although it was his first — and Damon Knight's space-opera *Beyond the Barrier*, people in strange craft go diving straight down into the solid Earth.

Charles Harness's *The Paradox Men* features a terrifying plunge down a mile-high wall in an early chapter and an even more bizarre one into a bottomless sunspot near the end.

Samuel Delany's *Nova* has a spaceship steering down into an exploding sun and — because this nova is for some unlikely reason doughnut-shaped — through the hole to safety. All good rousing stuff; any SF fan will think of many more examples of the Long Drop.

Of course *Star Wars* swiped traditional SF ideas from everywhere (and then they had the nerve to complain that *Battlestar Galactica* plagiarised *Star Wars*!).

Sure enough, the ultimate assault on the Death Star involves a long hair-raising flight down this narrow trench like a steel railway-cutting, although even that wasn't as mind-blowing as the Star Gate sequence from *2001*.

Indeed these high-speed flights through narrow spaces and dizzy perspectives are powerful stuff — for absolutely dreadful psychological reasons, according to Damon Knight in a chapter of his *In Search of Wonder*, one of the more readable and unpretentious books *about* SF.

So if you enjoy the arcade game Scramble and its derivatives, you probably suffer from appalling neuroses. It's still healthier than being a science fiction writer!

I wanted to invent a mini-game which, without too much software, could perhaps conjure up this feelting of vertigo. Which reminds me that *Vertigo* is the title of a fine book by Bob Shaw, whose hero ends up having to plunge

BLIVION

sickeningly down narrow shafts out of a hotel in the sky.

My version simply uses the left and right arrow keys to steer a tiny craft this way and that as it falls down a horribly irregular "tunnel".

You fall forever. You try not to hit the walls at left or right. Likewise you avoid the lumps of space-junk you pass on the way down; but you score points for ramming and destroying the # symbols which rise from the deeps.

Each time you crash, your replacement ship appears a bit further down the screen, giving you less time to see and plan for the obstacles ahead. When you're forced clear off the bottom of the screen, the game is over. Can you score 100 or 200 before then?

The listing suggests that the game's about zooming down an endless hyperspatial tube, avoiding debris while ramming alient nasties. It could just as well represent Alice falling down a convoluted rabbit-hole, seizing jars of orange marmalade while avoiding, er, bats or cats.

The listing is for a Tandy Model I Level II. It should transfer with some tinkering to most machines: the important thing is that the screen must have automatic scrolling, this being what gives the game that heady speed which my yawning friends have compared to a slug running amok. A few notes:

Line 111 takes advantage of the TRS-80 space-compression character codes, preparing an array of blank strings of all required lengths, saving time on STRING$ function calls later in line 303.

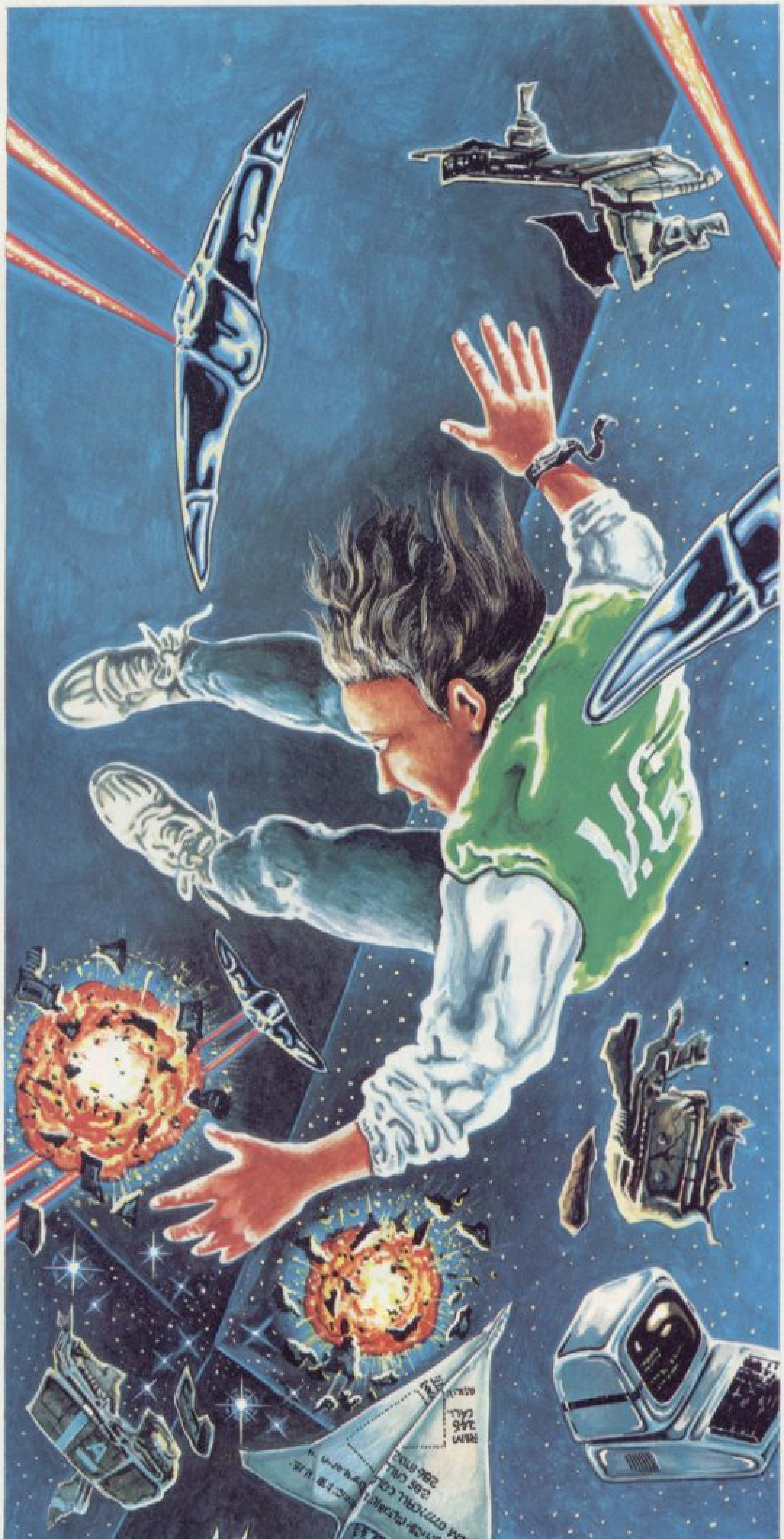
L, R and X represent, respectively, the width of the walls to left and right, and that of the space between them.

The more esoteric conditionals like lines 302 and 404 are concerned with making sure the "random" changes in tunnel width never actually close the path off altogether.

Line 305 alters your horizontal motion (the variable DZ) in a semi-realistic way according to pressings of arrow keys. A touch of the left-arrow adds a bit of leftward speed; another touch adds a bit more; a touch of the right-arrow at this point only reduces your leftward speed, another being needed to stop and yet another to set you moving to the right. Moral: don't build up huge speeds, it takes time to slow down!

The PEEKs and POKEs are nothing exotic — merely quick ways to handle some of the screen graphics.

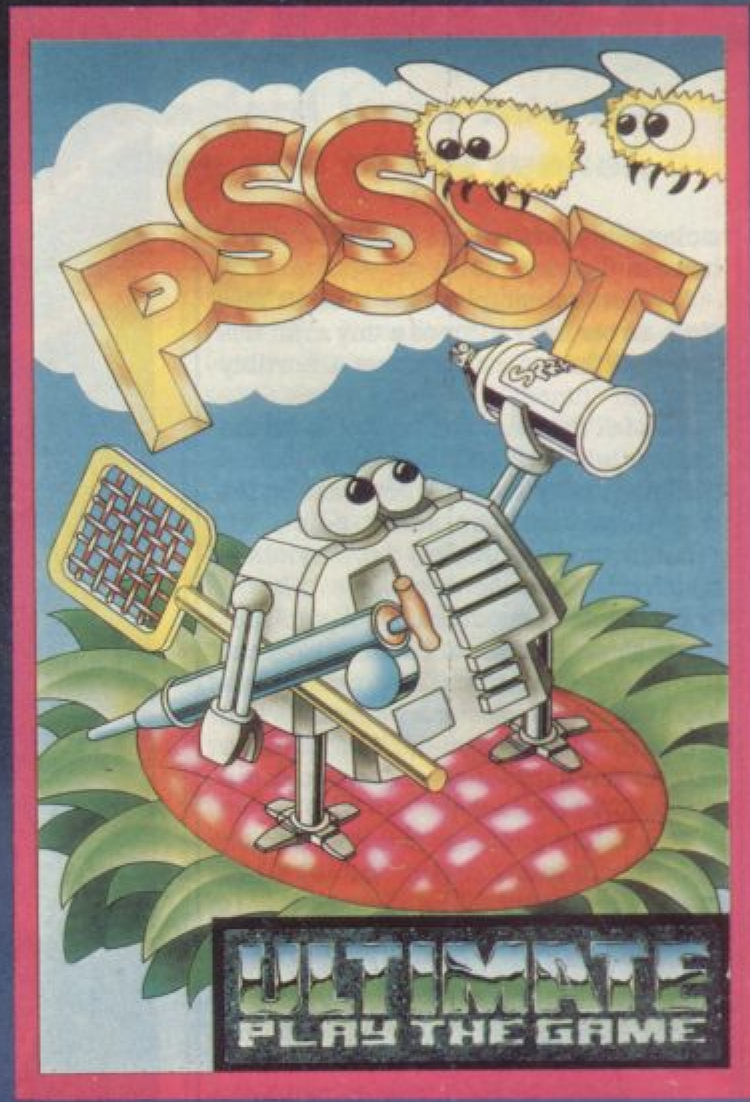
Type in the listing, then, and thrill to the awful sensation of falling. Will you be able to sleep peacefully at night again?

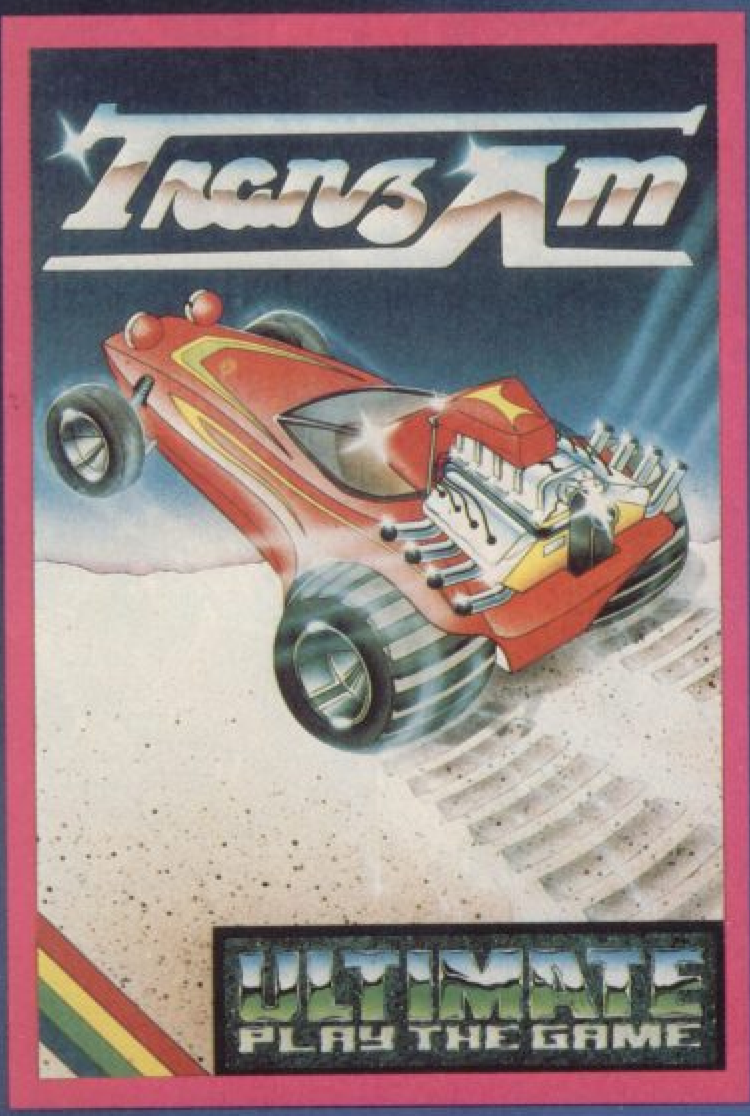


JET PAC–
16/48K ZX Spectrum or 8K Expanded VIC20

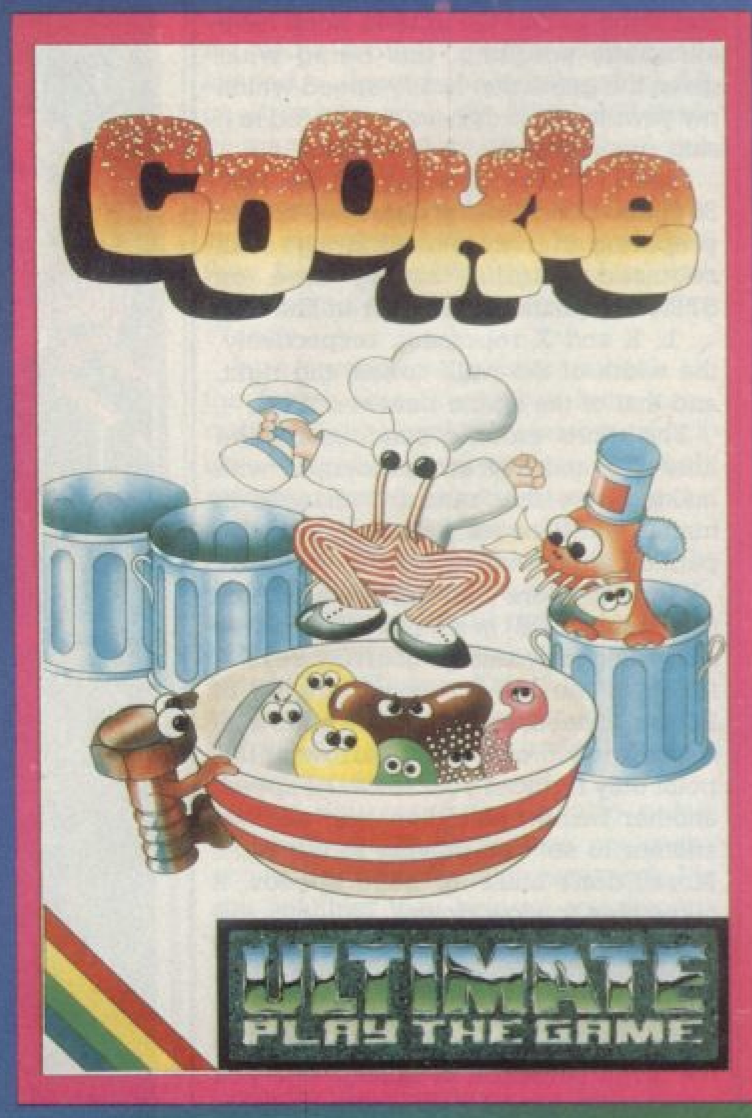


PSSST–
19/48K ZX Spectrum





TRANZ AM–
16/48L ZX Spectrum



COOKIE–
16/48K ZX Spectrum

GRAPHICS

By Garry Marshall

OVER THE RAINBOW ON THE SPECTRUM

The word spectrum conjours up a vision of bright colours. And the Sinclair computer of the same name is supplied with a wide variety of colours to create interesting graphic displays. The "canvas" the Spectrum provides for high-resolution graphics is a rectangular array of 256 × 176 dots. Displays are created by colouring in these dots with colours from the Spectrum palette.

Horizontally, along a screen row, the dots are numbered 0 to 255 from left to right. In the vertical direction, up a column, they are numbered 0 to 175 from bottom to top.

Thus, with this numbering scheme the dot in row 0 and column 0 is at the bottom left of the screen, and the dot in row 175 and column 255 is at the top right.

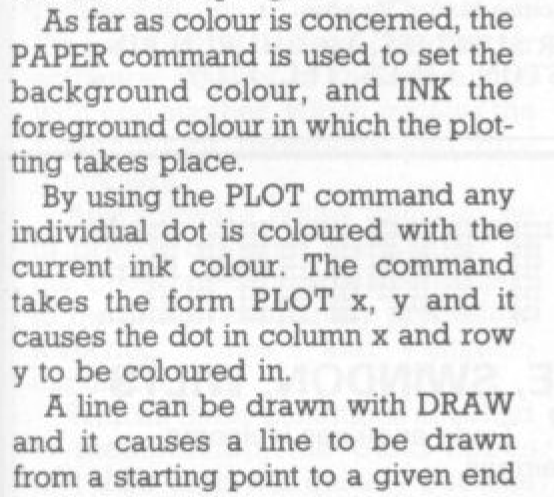
As far as colour is concerned, the PAPER command is used to set the background colour, and INK the foreground colour in which the plotting takes place.

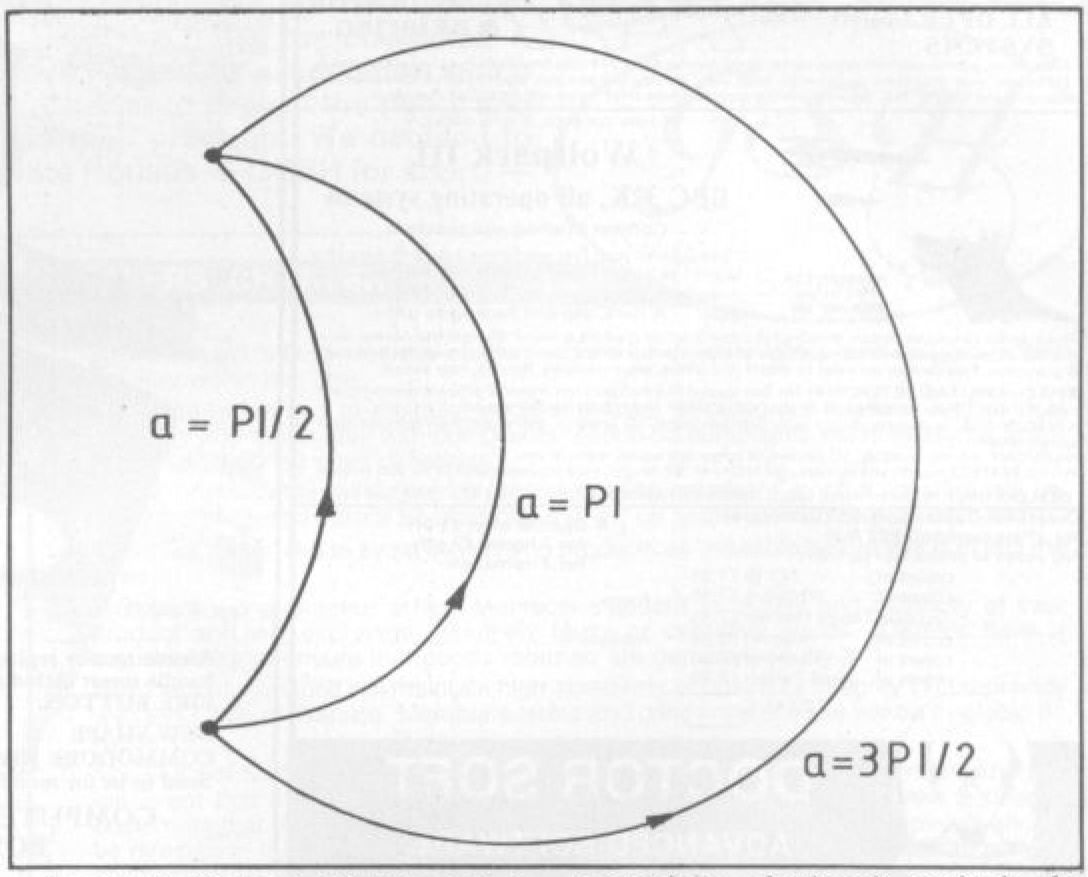
By using the PLOT command any individual dot is coloured with the current ink colour. The command takes the form PLOT x, y and it causes the dot in column x and row y to be coloured in.

A line can be drawn with DRAW and it causes a line to be drawn from a starting point to a given end point.

The starting point is either where PLOT last plotted a point or where the last line produced with DRAW ended, depending on which was done more recently.

The form of the DRAW command is DRAW x, y with x and y giving the position at which the line should end.





However, they specify the point at which the line should end relative to the starting position. In this way, the line ends x dots to the right of the start as long as x is positive, but x dots to the left if x is negative.

Similarly, the end is y dots up from the start if y is positive, but y dots down if it is negative.

Because DRAW works in this way, it is a little tricky to use until you get used to it. Its form does make it ideal for writing a subroutine that plots an object at the current starting position, though, and when this can be done it is easy to move the object around the screen.

This can be illustrated with an object that has a simple, shape, and so we choose a triangle that points upwards and is 8 dots high and is 12 units along the base. This can be plotted at the current starting position by the subroutine:

```
1000 DRAW -6,-8
1010 DRAW 12,0
1020 DRAW -6,8
1030 RETURN
```

The triangle can then be plotted at the centre of the screen by:

```
10 PAPER 1: INK 6
20 PLOT 128,88
30 GOSUB 1800
```

The triangle can be moved around by plotting it again in the paper colour to erase it, moving to a new position with PLOT and drawing it in the ink colour, like this:

```
100 INK 1: GOSUB 1000
110 PLOT 148,68
120 INK 6: GOSUB 1000
```

The DRAW command can be used to create arcs and circles as well as straight lines. By giving it a third value so that it takes the form DRAW x, y, a the starting and finishing points are still the same, but the curve connecting them passes through an angle a as it traces its path.

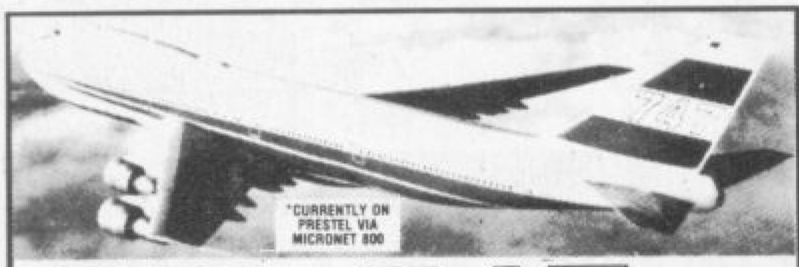
It should be noted with care that a is in radians and not in degrees.

Since an angle of 2*PI radians corresponds to a complete revolution, or a complete circle, an angle of PI, for example, gives a semicircle.

The illustration shows the results of giving a the values PI/2, PI and 3*PI/2 while using the same start and end points.

Using DRAW in this way, the following subroutine plots a triangle with curved sides at the current starting position.

```
2000 DRAW -6, -8,-PI/3
2010 DRAW 12,0,PI/3
2020 DRAW -6,8,-PI/3
2030 RETURN.
```



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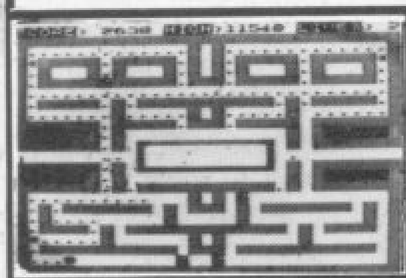
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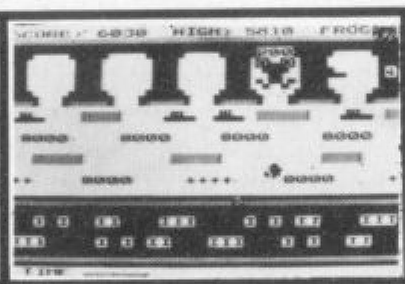
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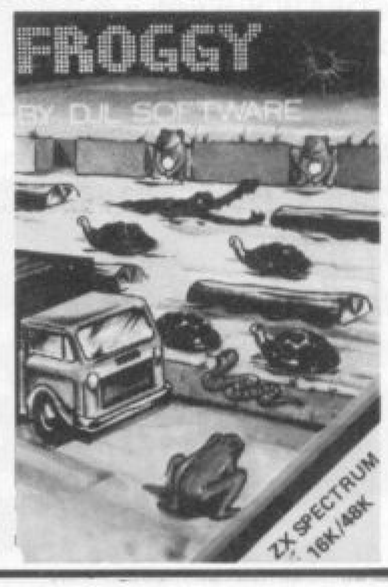
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GSH
Guild of Software Houses

The Guild has been set up by a number of leading software houses including Bug-Byte, New Generation, Quicksilva, Salamander, Silversoft, Softek and Virgin Games.

The Guild says it was founded in response to public demand for a little more discipline from the software houses. All GOSH members have pledged their support to a Customers' Charter which includes commitment to maintain promised mail-order delivery times, replace defective stock and deal promptly with complaints.

There is also a Dealer Charter for the trade and a Code of Conduct for software houses in their dealings with one another, which outlaws the poaching of programs and programmers.

Any software house found to be in breach of either the Charter or the Code of Conduct will be subject to the Guild disciplinary procedure involving fines and ultimate expulsion.

With all these conditions attached to membership, the Guild hopes that their logo will quickly become a sign of quality and service to customers and dealers alike.

Membership of the Guild is open to UK Software Houses at an annual subscription of £500 but, in order to sustain the Guilds standards, only houses able to satisfy the committee that they can live up to the Guild's pledges to dealers and customers will be elected.

So our advice is to take advantage of the Guilds offer of help and assistance. Make sure all the software you buy matches up to the high standards they have set and you won't go wrong.

Meanwhile we're still interested to hear from any of you who feel you have a Great Software Disaster on your hands. Just drop us a line including all the details of your problem and we'll attempt to help you out. Remember we're the reader friendly magazine!

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6. Members of the Guild will maintain high standards of business integrity in compliance with this Code of Practice. Member's terms and conditions of trade will be available on request.
7. The Guild of Software Houses will act to ensure that high standards are maintained. In the event that a complaint can not be resolved then dealers must make it clear to customers that they have the right to refer the matter to the Guild. Complaints should be directed in the first instance to the supplier of the goods, but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 0HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.

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7. **These guarantees will be backed up by the Guild of Software Houses and action taken against any member company which fails to meet the required standard. Complaints should be directed in the first instance to the supplier of the goods but if this fails to provide satisfaction, write to the Guild of Software Houses, 71 Park Lane, Tottenham, London N17 0HG (enclosing any relevant correspondence) and the matter will be taken up on your behalf.**



TRADING COMPETITION

There were many entries for the trading competition again this month, although not quite as many as last turn.

Remember that this part of the competition is open to all readers whether or not you are a registered player of the Seventh Empire play-by-mail contest.

You have to predict which star will have the highest trade index for the next turn. The trade index is the right hand figure at the bottom of the square.

Highest trade index at the end of this turn was at JADEG, with a total of 1050; slightly up on the record set last month of 1000 at Apel.

Unfortunately no one managed to get the right answer this time so we'll keep the prize for ourselves.

Keep entries coming in for this turn — there's some software for your computer up for grabs for the winner. Entries on stuck-down envelopes or postcards please.

If you'd like to enter for the remaining turns of the Seventh Empire proper then just send in the coupon below and we'll get a rule book and some starting positions off to you in time to play the next game.

You may have noticed that the *C&VG* postcode has changed, so here's our modified address. Seventh Empire, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

	As	Ba	Ca	Du	Er	Fa	Ga	He	Ix	Ji	Ko	Li	Mu	Nu	Op	Pu	Qa	Ri	So	Tu	Us	Va	Wi	Xu	Yu
Asol			1000	1000	333	500		1000			166					1000		100				1000			
Barov	250		500						500	1000					1000	1000		500	166		1000		1000	1000	166
Cazuv	500	500		250	1000		1000	1000			111		1000				1000		333			1000			
Dusup	333		1000		1000	333		1000		1000	1000	333									1000	83	333		1000
Erak	250		500				500	166				1000	500	1000		250	1000		250						1000
Fadis	1000		1000	1000				1000	1000		250	500			250			1000		1000		250	1000		
Gazor	1000	1000	333				1000			1000	500	166				1000	1000							333	
Hezod	1000											500	250			500	500	500	500						1000
Ixip				250	333	166					250		250					200			1000	333			
Jinis	333	1000					1000	1000								1000	1000		1000						
Kolol	125			250	250	250		1000					1000	250		1000		333	1000	500	333				
Lizag	1000		1000		500				1000	1000			1000		1000		1000		1000	1000				1000	1000
Mupip	1000	83	500				500	1000						500			1000	1000						1000	
Nuzet	500				500	500	1000		500	333	83		500		500				1000				1000		500
Opod			1000				333				1000		333				1000			125			1000	500	
Pulud			1000		333				1000			250		1000						1000				500	
Qavuv				333				500		166		250			1000			125	333	1000					
Rivev	1000						166		250		500			1000											
Soner	166	333	500					1000			1000	1000	1000	333	1000		1000			1000	1000	1000			
Tubox		1000			250			250	1000			250	1000			1000	1000							1000	
Usugx	500		500			500		1000		500	333	1000	166	333		1000				1000		1000			1000
Vasux	1000		1000			500				500			1000	166	1000	1000		500					333		
Widan					1000		1000	1000	250		250	500		500		250									
Xugod			1000		333		500	250			250	500	250		250	250			1000						
Yuses	1000		125		1000		1000	500		1000	1000	500		500	1000	100		1000			62				

The Trade Index is calculated by the computer monitoring the number of merchant fleets arriving at and leaving a star system.

Traders coming to the star system are the sellers, traders leaving the system are the buyers.

Each star also has a Trade Value which comes into the equation. Hearts are Elixir Stars (worth 200 points), Diamonds are Gem Stars (worth 150 points), Asterisks are Energy Stars (worth 100 points); and circles are Gateway Stars (50).

The crucial equation bringing all these elements together is: Trade Index = Trade Value × Buyers/Sellers. So a system which has seen a mass exodus of traders tends to have the best Trade Index.

So if 50 Buyers leave a Gem Star and 30 Sellers arrive the Trade Index = 250 (250 = 150 × 50/30).

BATTLE REPORT

There were 23 battles fought throughout the galaxy this month. None was successful but the closest result came from Govax where 220 defenders saw off the 6 attackers with little trouble.

Again there were no positive battle bonuses this time. All are zero except Xapus (−2) and Girix (−3).

Quite a few changes took place on the diplomatic diagram this turn. A black line joining two stars indicates a state of war between them. If there is no line then they are at peace.

The raid penalty for next turn is again 1.

Positions of the imperial ships are as follows:

D'Taans-soner, Sun-tuxux, Bloodline-xugod, Dead-yuses, Amethyst-kolol and Water-jinis.

No entry was received this month from the controller of the pirate ship.

PROFIT AND LOSS

Once again there's some high scoring going on. Top of the league this month is player 1780 with a score for this turn of 4250.

Almost 3800 sets of moves were processed this month. There are only a few places left in this massive game so if you'd like to enter then you'll find the coupon at the bottom of this page.

As mentioned already, top scorer is player 1780, namely M. Walsingham from Surbiton. The remainder of the hall of fame looks like this: 2nd, M. Dunderdale of Longton, Preston (4000), 3rd, A. Sparkes from Havant, Hants (3750). 4th, K. Whitefield of Strood, Rochester (3730). 5th is A. Jackson from Burnley, Lancs (3500). 6th comes A. Taylor of

Before you send us your moves make sure you can answer YES to the following.

If moving — is it a friendly empire one square away?

If trading — is it a different star type?

If raiding — are you NOT moving diagonally? Is it the first phase of the move?

If returning — is it phase 2? Are you returning to the same empire?

If attacking — does it belong to an enemy empire? Is it a horizontal or vertical move?

If moving to a gateway star — is the other movement phase crossed out?

ANOTHER CHANCE TO ENTER

If the Seventh Empire appeals to you we still have a batch of rulebooks ready to send out. No guarantees I'm afraid but we'll put you ready should any of the 25,000 fleets currently on the map, drop out. Send in the form below.

Please include me in the Seventh Empire Competition.

I name my tribe: ....

My name is: ....

Address ....

....

Telephone ....

TH EMPIRE

Tarleton, Lancs (3445). 7th is G. Marshall of Redditch, Worcs. (3250). 8th, T. White of Haxby, York (3163). 9th M. Allen of Fulham, London (3100) and 10th is D. Speight of Carleton, Blackpool with 3000.

You may be interested or astonished to know that the top overall scorer for the game so far has an incredible profit of 9449.

Remember that if you've lost track of your fleet's progress then you can phone for help, but only on Friday afternoons. The computer is used for other things during the rest of the week so Seventh Empire queries cannot be answered.

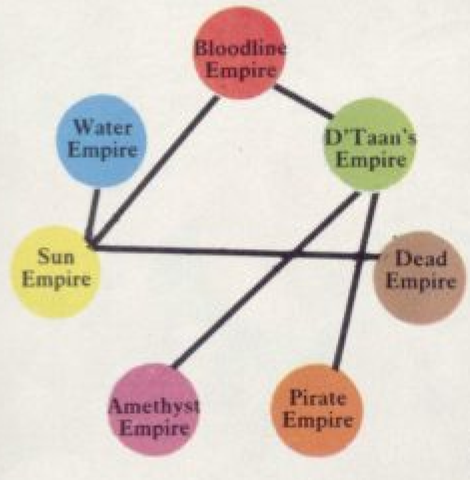
Orders for turn 5 must reach us by the 23rd of October. We've had quite a few complaints about the lack of time which we allow for the turnaround of orders. Unfortunately there's nothing that we can do about this. If we allowed just one more day then there wouldn't be time to process the turn and to get this page written.

FINDING YOUR SCORE

You can find your profit for this month from the black and white table on this page. Cargo profits are black on white and plunder profits are printed white on black.

The star you move from is printed down the left hand column, and the one you move to is along the top.

Controllers of the imperial ships for turn 4 are these. D'Taans — player 3201, Sun — 1781, Pirate — 2064, Bloodline — 1780, Dead — 2300, Amethyst — 1877 and Water — 2182.



The Diplomatic Diagram

FOZUZ ○ 251 0	LARUB ♦ 222 0	YIBET ♦ 263 0	XOLIP ♥ 259 0	ITIL ♥ 206 200	FUNUS ♥ 230 150	LULIP ♦ 222 180	YANOK ♥ 259 400	XOKEG ♦ 220 150	ISOX ○ 211 0
VIZAX ○ 218 500	QIRUS ♥ 217 200	HAZAN ♦ 243 50	ABOB ○ 236 200	SONER * 379 37	VEPOZ ♥ 211 88	QATOT ○ 241 118	HEZOD * 407 100	ASOL * 410 40	SUXEK ♥ 227 142
BAROV * 321 37	WIDAN * 312 90	RURUS ○ 240 62	MUPIP * 345 45	NAXIG ○ 218 100	BETID ♦ 214 83	WAVAB ○ 226 100	RIVEV * 361 12	MEGUD ○ 218 150	NABOK ○ 211 116
DALIX ♥ 225 400	OLEX ♥ 253 142	TASAT ♥ 252 66	CAZUV * 300 50	GOVAX ♥ 226 480	DITUG ♦ 252 90	OKAP ♥ 268 300	TOXAZ ♦ 201 330	CIXAN ♦ 240 56	GOTEG ♥ 222 100
ERAK * 322 75	KOVEP ♦ 218 233	USUG * 371 50	PEBOB ♥ 299 160	JADEG ♦ 236 1050	ENAK ○ 256 77	KEPAR ♥ 234 50	UGON ♦ 234 120	POROV ♦ 224 75	JINIS * 304 125
FADIS * 329 33	LOKIK ♥ 248 150	YUSES * 327 62	XAPUS ○ 223 30	IXIP * 390 100	FAGIL ♥ 246 160	LIZAG * 351 62	YODAZ ♦ 227 75	XUGOD * 358 0	IBED ♥ 246 200
VASUX * 319 16	QUXIN ○ 214 137	HIPEB ♦ 244 283	ASOR ○ 250 58	SIDAL ♥ 239 171	VIZET ♦ 265 37	QAVUV * 384 57	HAKUB ○ 227 300	APEL ♦ 268 88	SABAG ♥ 244 200
BUREP ♥ 209 600	WAGAP ♥ 213 100	ROLEK ♥ 256 200	MINEP ○ 218 116	NUVEX ♥ 261 169	BAZIX ○ 233 100	WUPIV ♥ 216 0	RORUL ♥ 268 200	MEDEN ♦ 224 550	NUZET * 345 25
DUSUP * 306 0	OPOD * 309 133	TUBOX * 306 70	CIGER ○ 230 45	GAZOR * 432 216	DABAG ♥ 235 0	OTAN ♦ 230 105	TUXUX ○ 209 116	CESER ♥ 224 92	GIRIX ♦ 212 225
ELAR ○ 222 200	KERUP ♦ 267 56	ULEB ♥ 206 200	PIRAD ♥ 239 127	JAXEL ○ 245 300	EDIB ♦ 215 0	KOLOL * 355 10	UKOP ○ 210 150	PULUD * 346 200	JUVAK ♦ 219 250

The Galactic Map

Orders in Block Caps please

Name: ....

Code No: .... Telephone No: ....

	AT	1st Movement phase ACTION	1st Movement phase STAR	2nd Movement phase ACTION	2nd Movement phase STAR
FLEET 1					
FLEET 2					
FLEET 3					
FLEET 4					
FLEET 5					
FLEET 6					
FLEET 7					

I wish to move the .... Empire's Imperial Ship from .... to ....

Please notify us separately of any change of address.


imagine



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Continued on back page column 3
Waiter's tip puts him in super tax bracket!
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PUZZLING

MORE AMAZING THAN RUBIK'S REVENGE

There is absolutely no need to panic or become all bitter and twisted at the sight of yet another cube — this one does not move, honest!

If you can bear the pun, it is even more *amazing* than Rubik's Revenge because hidden in the maze of symbols is a path to take you from one edge to the opposite.

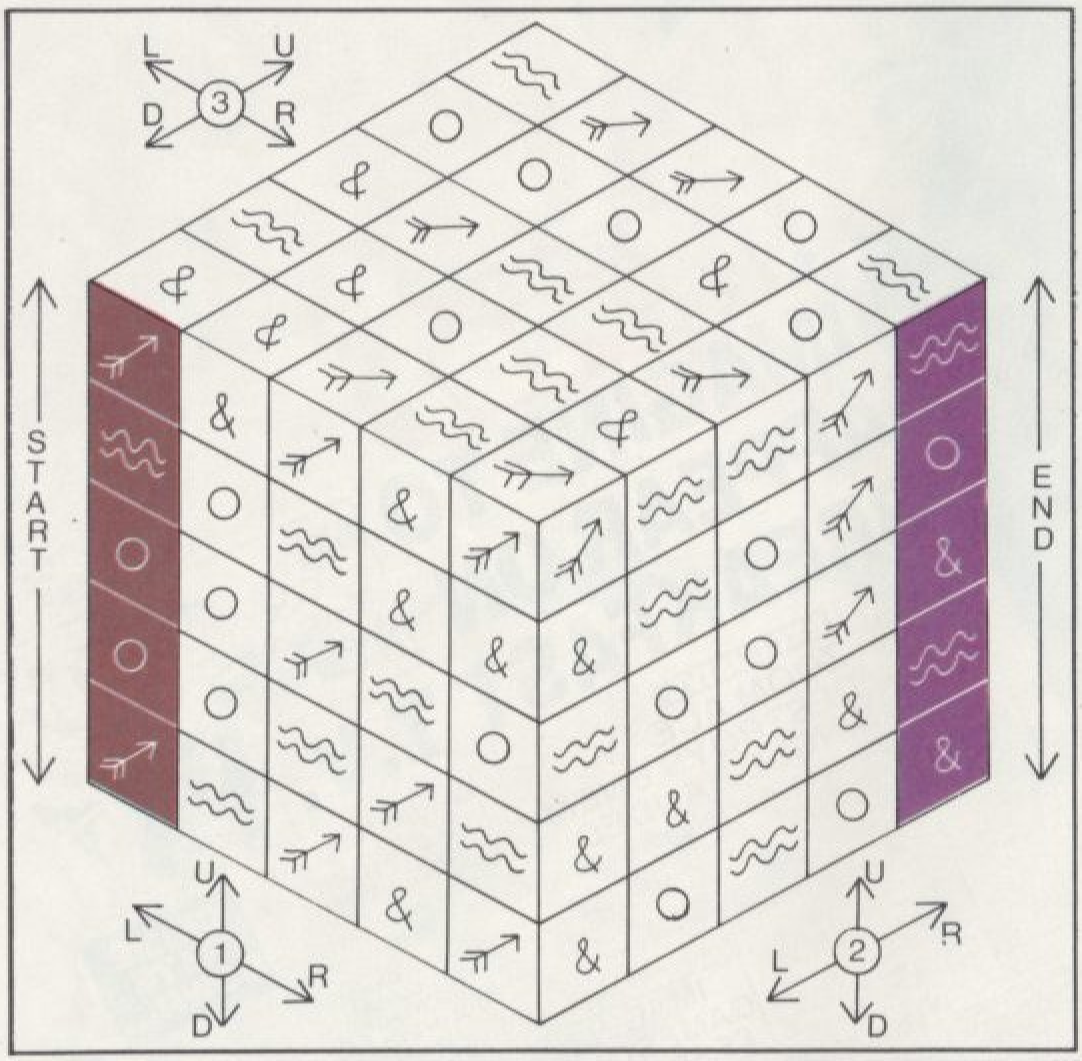
Just line yourself up at the START and hop onto one of the brown squares (you'll have to work out which is the right one) and work your way from square to square until you reach the correct blue square from which you can legally hop over the END line.

Each of the four symbols has a meaning: UP, DOWN, RIGHT, LEFT to the adjacent square. The direction each represents is shown by the arrows near each face.

Hold on a moment though — the meaning for each symbol only applies to one face; i.e. the symbol for, say, DOWN, on face 1 cannot also mean DOWN on face 2 or 3.

One other useful fact which may help to reduce the apparent awesomeness of the task to near triviality is that **no symbol has a meaning which would take you right off the cube's faces,** except, naturally, one of those in the blue squares.

With these facts and our useful grid in which you can enter X's and √'s for impossible and definite meanings it really isn't too much of a task for you to trace the one route through this cubic maze. But can you do it?



		→	O	&	≈
FACE 1	U				
	D				
	R				
	L				
FACE 2	U				
	D				
	R				
	L				
FACE 3	U				
	D				
	R				
	L				

OSTENTATIOUS PYROTECHNICS!

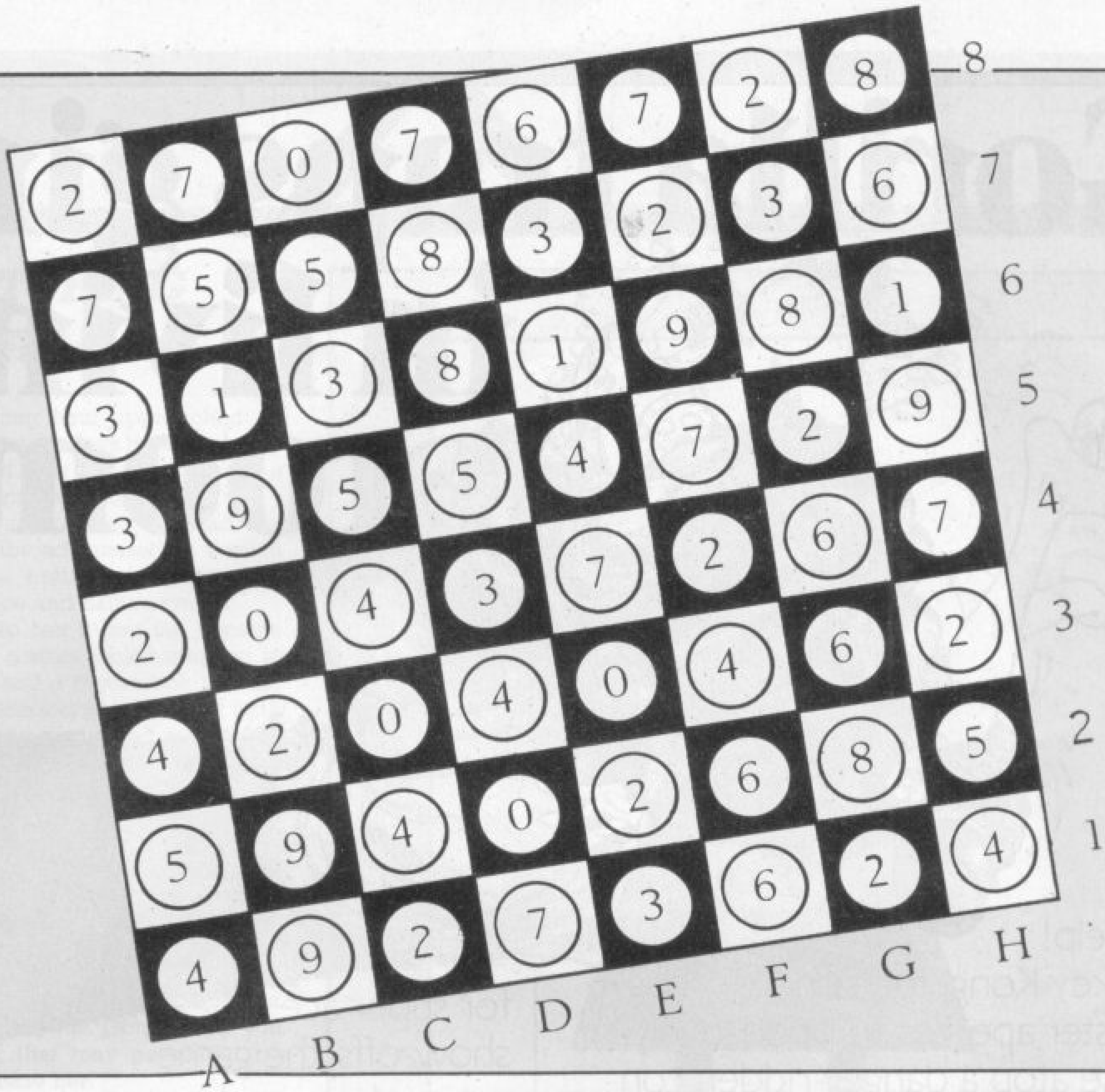


The Ostentatious Pyrotechnic Company is justly proud of it greatest invention — as each firework bursts forth into the lower reaches of Space stars appear containing coin denominations. By adding them up before they fade you can see just how much has gone up in smoke.

All of which made it triply annoying for Sir Herbert Lemmon when he saw his chauffeur, deputising as festival arsonist, let off three costly specimens at the same time.

The stars became so intermingled that it was impossible for the guests to be impressed with just how much each had cost.

After the event all he had left were a photo of the tragedy plus the dim recollection that the three prices of the different fireworks were equally spaced



Since there are 92 different ways to put eight queens on this chessboard in such a way that they do not attack each other (i.e. no two queens lie on the same straight line, horizontal, vertical or diagonal) we won't ask you to do that . . .

On second thoughts, you may like to give it a try, as, to get it right first time, is not as easy as it looks.

No, your real task is to find the one way out of all that lot which, when you add up the eight numbers you cover, scores the highest total. So the eight ladies should be placed . . . where?

---

apart and each amount was made up from just six of the stars.

A call to the company office in Bermuda further elicited the facts that the Catherine Wheel had as many FIVES as the Vesuvius had TWENTIES and the Roman Candle had as many TENS as the Vesuvius had FIVES. Can you work out what each cost him?

Also we'll award a unique electronic game called Pass-Me, produced by Electroplay of Esher, Surrey to the first five correct entries opened after the closing date, November 16th.

The usual competition rules apply so light the mental touch paper and remind those near to you to stand well back as your genius explodes.

SOLUTIONS

RUE BRICKS CUBE

Just in case you are stuck, here is the meaning for each symbol on each face. The rest is up to you!

FACE	O	≈	➶	&
1	Down	Right	Up	Left
2	Left	Up	Down	Right
3	Right	Down	Left	Up

QUEENS HIGH

52 can be scored by placing the pieces at: A3, B8, C4, D7, E1, F6, G2, H5.

A WORD ABOUT AVA

1 goes to the East with S and E to the left.
2 goes to the West with G and E on the right.
3 goes to the North with N and W at the bottom.
4 goes to the South with L and T at the top.
All this will forms GNAWS and ELATE across and OGLES, NIL, WET and ASSET down.

EVERY WITCH WAY

Just stare at the picture for a minute or two, being careful to keep the orbs still and then look up at a white or lightly coloured ceiling and, again keeping the eyes steady, wait . . . until, suddenly, you will see the outline of a white witch on a darker background!

If we can all do this at the same time, say 10pm next Thursday fortnight, we may just bring Barbara back!

PUZZLING

PUZZLING

BEWITCHING BARBARA

As the witching hour approached on Hallow'een Barbara may have made the last mistake of what had already been a pretty accident-prone life.

Never a traditionalist, she had decided to go abroad dressed as a witch should be — entirely in black with blackened face and hair as well.

Later gossip has it that the genuine sirens of the district took exception to this and crashed a broomstick into the main power line just as she sallied forth after having this picture taken.

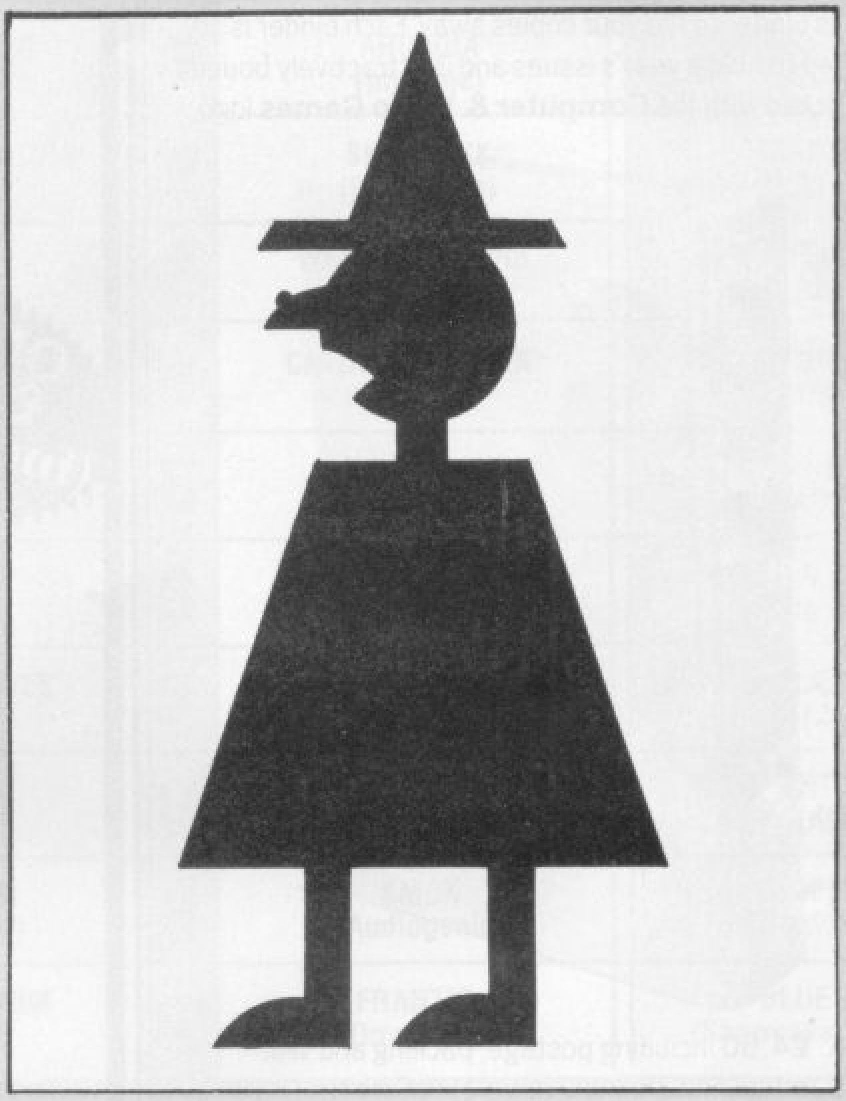
The bare fact is that a power cut plunged the village of Much Mulching into a darkness as black as her costume and she hasn't been seen since!

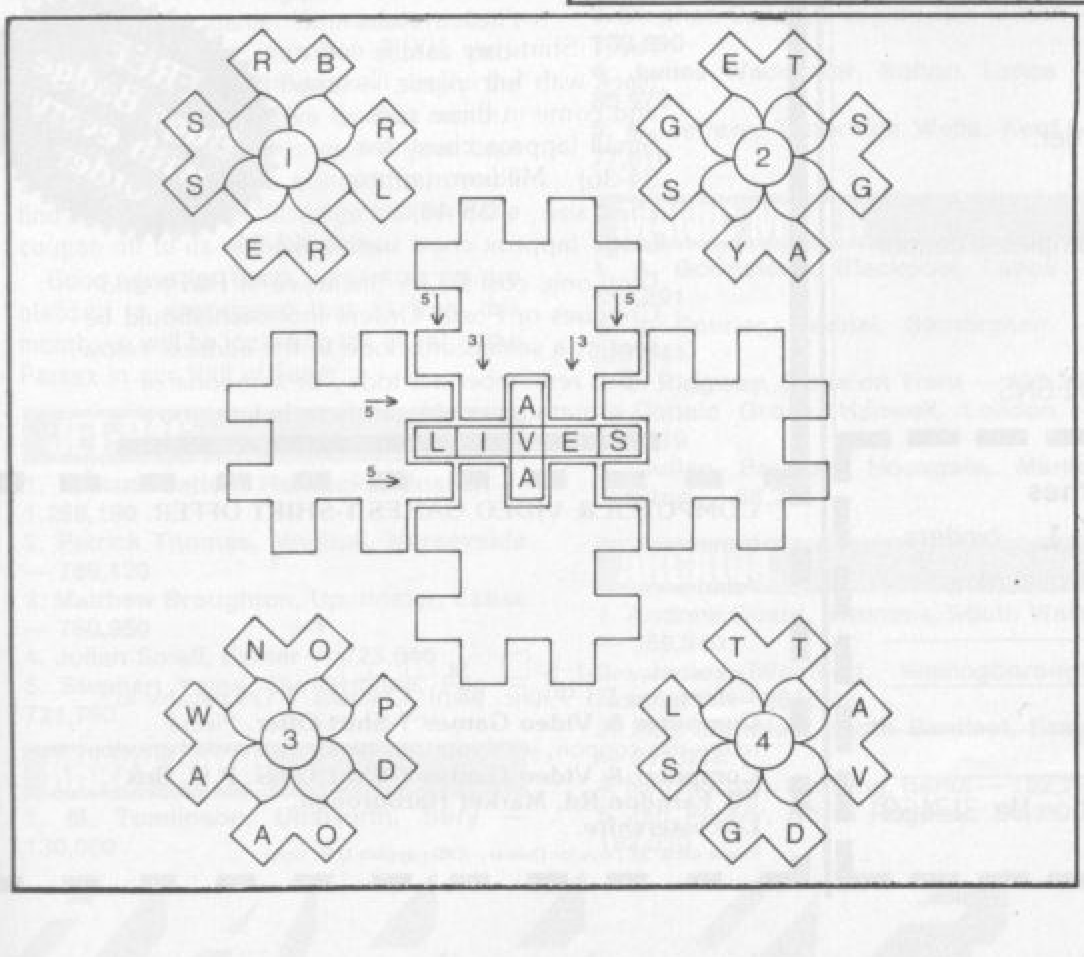
If only she had settled for a white sheet off Widow Spriggs' washing line like the rest of the youngsters.

Thanks for volunteering, but you cannot help to trace her now . . . though you do have it in your power to produce a *white witch* from the picture and, you never know, that may persuade the sprites to release her.

No, you don't have simply to splash a pint of gloss over the page — in fact *you must not use any materials at all!* You are not even to touch the picture in any way.

To break the spell and make white from black all you need to do is . . . WHAT?





CAN YOU RE-JIG THE JIGSAW?

As you have no doubt divined already, we are asking you to complete this fully interlocking four-piece jigsaw puzzle so that four five-letter words can be read across and down, starting from the arrows, and two three-letter word lie on either side of AVA.

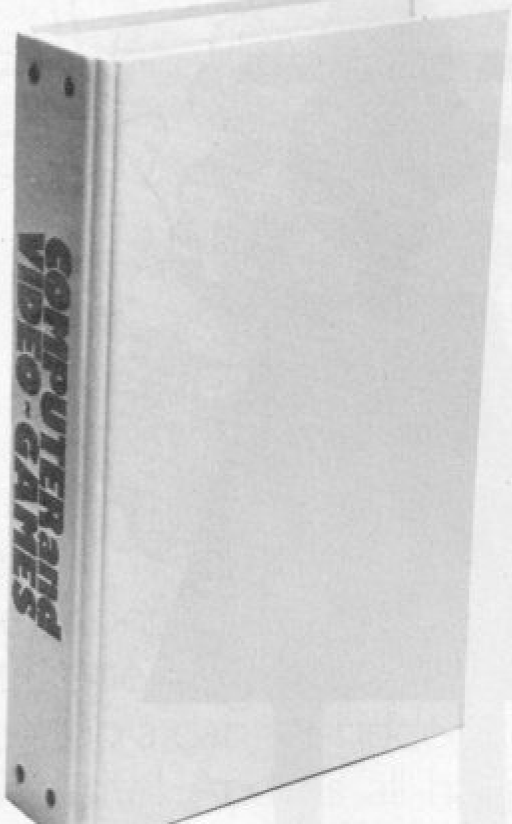
The pieces cannot be turned over but can be rotated — and by sheer magic the letters will remain the right way up! So there are no dirty tricks like an N becoming a Z.

There we are then — which piece goes where and which way round? Can you re-jig the mind-boggling jig-saw?

BY TREVOR TRURAN

WHAT A BIND!

Can't find your back numbers ... magazines all over the place? It's so easy and tidy with the **Computer & Video Games** binder to file your copies away. Each binder is designed to hold a year's issues and is attractively bound and blocked with the **Computer & Video Games** logo.



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Due to the overwhelming demand for these T-Shirts at the 1983 Computer & Video Games/Taitel Arcade Games Championships. We have re-printed a limited number exclusively for C&VG readers.

The T-Shirts are 100% cotton, black with full colour illustration and come in three sizes Small (approx chest size — 34-36) Medium (approx chest size — 38-40) Large (approx chest size — 42-44)

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Address

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Tick size wanted: S ☐ M ☐ L ☐

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Please allow 28 Days for Delivery (Offer applies U.K. only)

CHART TOPPERS

	SPECTRUM	ZX 81		VIC-20	ATARI 400/800	
1	JET-PAC (Ultimate)	SPACE RAIDERS (Sinclair)	1	ARCADIA (Imagine)	DONKEY KONG (Atari)	1
2	SCRABBLE (Psion)	FLIGHT SIMULATION (Sinclair)	2	SKY HAWK (Quicksilva)	ZAXXON (Data Soft)	2
3	TRANZ AM (Ultimate)	CHESS (Psion)	3	WACKY WAITERS (Imagine)	DEFENDER (Atari)	3
4	THE HOBBIT (Melbourne House)	FOOTBALL MANAGER (Addictive Games)	4	CATCHA SNATCHA (Imagine)	QIX (Atari)	4
5	FLIGHT SIMULATION (Psion)	SCRAMBLE (Quicksilva)	5	GRIDRUNNER (Llamasoft)	DIG-DUG (Atari)	5
6	HORACE AND THE SPIDERS (Psion/Melbourne House)	ASTEROIDS (Quicksilva)	6	COSMIADS (Bug Byte)	MINER 2049'er (Big Five)	6
7	MANIC MINER (Bug Byte)	FANTASY GAMES (Sinclair)	7	COSMIC CRUNCH (Commodore)	GALAXIANS (Atari)	7
8	AH DIDDUMS! (Imagine)	AVENGER (Abacus)	8	PANIC (Bug Byte)	CENTIPEDE (Atari)	8
9	COOKIE (Ultimate)	DEFENDER (Quicksilva)	9	AMOK (Audiogenic)	CHOPLIFTER (Brøderbund)	9
10	HORACE GOES SKI-ING (Psion/Melbourne House)	SHIP OF DOOM (Sinclair)	10	FRANTIC (Imagine)	BLUE MAX (Showcase Software)	10

We have *C&VG* "The Champ" t-shirts to give away to the highest score of the month on each game. Your score doesn't have to be higher than the scores published in the Hall of Fame — simply the highest score we receive for that month.

All you have to do is give it your best shot, get a witness to sign the form you'll find at the bottom of this page and send the coupon off to us without delay.

Good news for Texas owners as we are pleased to announced that as from this month we will be including the super game Parsex in our Hall of Fame.

JET-PAC

1. William Catton, Hassocks, Sussex — 1,269,190
2. Patrick Thomas, Maghull, Merseyside — 789,420
3. Matthew Broughton, Upminster, Essex — 760,950
4. Julian Small, Exeter — 725,040
5. Stephen Yates, Dunfermline, Fife — 721,790

KRAZY KONG

1. M. Tomlinson, Unsworth, Bury — 130,000
2. Philip Waterhouse, Bury, Lancs — 128,820
3. Stephen Callon, Douglas, Isle of Man — 109,990
4. James Waddicker, Bolton, Lancs — 80,970
5. M. Jeffery, Tunbridge Wells, Kent — 77,010

MANIC MINER

1. A. Goodstone, Blackpool, Lancs — 530,891
2. J. Courier, Rednal, Birmingham — 327,541
3. D. Ridgway, Stoke on Trent — 139,352
4. Donald Grose, Hanwell, London — 103,919
5. Julian Boulton, Hookgate, Market Drayton — 88,235

ARCADIA

1. Andrew Guard, Swansea, South Wales — 359,940
2. James Westcott, Wellingborough, Northants — 287,743
3. Paul Swindell, South Benfleet, Essex — 211,092
4. Neil Morgan, Reading, Berks — 192,795
5. Ian Parker, North Rugeley, Staffs — 182,030

VIOLENT UNIVERSE

1. Mark Simpson, Leeds — 45,264
2. D. Kourelis, Birmingham — 42,616
3. David Baxter, Scotland — 41,592
4. Brian Murphy, Scotland — 37,007
5. Graham Tapp, Kent — 35,225

HALL OF FAME

I scored ....

at the game ....

Name ....

Address ....

....

....

Tel: ....

Witness' name ....

....

HALL OF FAME

Check our prices.

DRAGON 32

Free Basic Training Manual supplied.



* 9 colours * 32K RAM memory as standard, expandable to 64K * Extended Microsoft colour basic as standard * Typewriter Keyboard * 6809E CPU * Advanced sound feature * 32 columns x 6 lines *

		p&p code
~~Was £175.00~~ **Now £157.50**		d
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Single Disk Drive with controller	£275.00	d
Single Disc Drive without controller	£225.00	d
Additional Single Drive	£200.00	d
The King (Save the damsel in distress from the gorilla)	£ 7.95	a
Katerpillar Attack (Stop the katerpillar reaching the bottom)	£ 7.95	a
Talking Android Attack (This game speaks for itself)	£ 7.95	a
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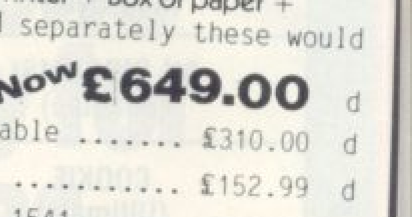
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JOIN OUR ADVENTURE SWAP SHOP

Are you an Adventure hoarder, or are you the type whose tape is well worn out by the time the game is solved? What do you do with an Adventure when all the mystery has gone from it?

Graham Kennedy and Stuart Field wrote to me with just this problem, and wondered if anyone would care to do a one-to-one swap. Quite by coincidence, I noticed, they had compatible computer systems — so I put them in touch with each other.

Is there any Apple II owner whose old copy of *Mission Impossible, Savage Island* or *Golden Voyage* is gathering dust, and would like to swap it with Graham Boddy for any of Scott's other Adventures?

LIGHT TOUCH FOR DRAGONS

Finding a good Adventure game for the Dragon is causing some people as much difficulty as others have solving Adventures!

Although not exactly an orthodox Adventure, here's a game that combines features of Dungeons and Dragons with an Adventure style, using a series of maps and mazes for movement.

I refer to *The Ring of Darkness* from Wintersoft. The player starts by choosing his character. I chose to be an intelligent elf, and after loading other programs from the tape, the game started.

I moved around to various locations, some of which were townships with facilities to purchase food, drink, weapons, magic and other things.

Food being an essential, I was a regular customer, since each move around the main map used up one unit of food. I also tried a drink, and was treated to a very potent beer!

Travelling around had its hazards, attacks by bandits and others being quite commonplace, so after dying a few deaths I included additional weaponry in my purchases.

Although progress in the game is described by text, movement is controlled by the arrow keys, and most other commands are single letter codes. There are about a dozen of these, but they are no problem to pick up — just as well, since parts of the action are in real-time, and quick responses are needed.

Not an Adventure that poses problems, depending more on strategy than problem solving, but an interesting game, nonetheless.

ENTER HERE AT YOUR PERIL!

I am always suspicious of ground covered with leaves, for leaves are notorious for obscuring gratings. A grating is never straightforward to open and enter, but enter the adventurer must.

The chances are that it is not there simply to drain stormwater, but may be relied on to lead to the meaty part of a game.

I got quite excited when I discovered my first grating, and congratulated myself on my perception. A few gratings later, however, and leaf-shifting had become a fairly routine task.

So it came about, in *Knight's Quest,* that as an experienced grating-finder I had those leaves swept into a pile in no time, and sure enough, there it was! Now to open it — was it a brute force grating, or an unfindable key type? Whatever the answer, I was bound to need an implement.

So I searched the land to Camelot Castle and beyond, meeting up with elves and a dwarf, an impassable giant, and a glaring Dragon. (No Adventure is complete without one, is it?)

En-route I decided to pick a fight, and was dismayed to be told I was without a weapon, knowing I had on me a sword. Without any clues or HELP to guide me, I could only deduce that the reason was because the sword was in its scabbard.

Unsheathing it became a long drawn out word game in its own right. I make no apology for telling you that you have to "DRAW SWORD".

Ever hopeful of finding my implement I entered a cave, only to find that I could not leave it. I later discovered what I needed to get out, but never why.

And so eventually I got into my grating, finding myself in a "west-south" tunnel. My mind twisted itself into tortuous knots trying to grasp this concept.

I have mixed feeling about *Knight's Quest.* The responses are painfully slow, worse at locations which are accompanied by simple straight line graphics. These pictures are quite nicely done, but a hindrance to speed. HELP is a non-word — a pity as a few HELPs could easily explain some of the mysterious and frustrating difficulties. 'I CAN'T" type responses give no clear indication of whether one or both of the words used is recognised, or whether the action itself is illegal.

On the other hand, the plot is interesting, with many problems. The display is well laid out, and very clear. The game is big (I managed to defeat the BREAK disable, look at the listing, and return to the game), and will take a long time to solve — IF you have the patience!

Knight's Quest comes from Phipps Associates for the 48k Spectrum.

THE STRANGE AND THE GHO

Back in May, Stephen Donoghue's cat had left home, and his wife was about to follow. Neither could stand the strain of trying to shoe the horse in *Ghost Town.*

So worrying was the situation, I felt unable to set off for my week's cruise on the Oxford Canal without first writing to put Stephen out of his misery.

Two months later, the horse was shod but three treasures were still missing. Stephen assembled a high powered team in an all-out attempt to find them. Perhaps I should have known better than to book a late break on the Trent and Mersey, for it heralded another letter from Sunderland. *Adventureland* had taken five hours, *Strange Odyssey* six days, but four months and still no end in sight on Ghost Town for our PhD, 3 MScs and 8 BScs!

The team, I diagnosed, had overlooked one simple move, so I rushed Stephen a reply. My fingernails chewed to the armpits. I begged him to let me know the outcome.

He rang late the next evening —

BY KEITH CAMPBELL

DESPERATE PLEAS OF ADVENTURERS

We want to know, but we don't want to be told! It's funny, isn't it, how a fascinating problem loses its interest if we are told the answer outright? We want the solution AND the credit for arriving at it!

We're all at it, yet without a word spoken, respect each others feelings in offering a solution! This is borne out by many of the tips I receive — shrouded in mystery or sealed up!

Like one from *Zork*-suffering William Ferran from New Malden, who was moved to write to put back in some of the enjoyment he has got out of *C&VG*. To help P.Coppins on his *Golden Voyage*, William enclosed a cryptic clue, with a neatly glued-down solution. The clue and solution are shown in Helpline.

Take Stephen Banner of Birmingham — dying to turn a block of lead into gold, in *Escape from Traam*. "Are there any hints you can give me in riddles?" he asks. But these games ARE riddles.

"Make it hard for me," he adds, "I'll enjoy the game better!" We all know the feeling, don't we?

So can anyone give Stephen a really DIFFICULT clue?

New problems arrive daily. How about *Swords and Serpents* as an example? "I have two problems", writes Robert Hughes from Stafford. "First I would like to know what the aim of the game is . . ."

"Strange fellow!" I thought, until I received exactly the same query from R. D. Nosworthy of Chelmsford. So back to Robert, who complained that the brochure illustration was nothing like the game, depicting something that was impossible to achieve.

I will be taking a closer look at this soon, and hope to tell you what sort of game Imagic is playing.

Does anyone know:

If Mr. Poles of Lutterworth will be able to relight his lamp in *Philosopher's Quest*, so he can find the solicitor?

How Brian Jones of Caersws might pass through the Golden Doors of *Sorceror's Island?*

RIPPED APART, RIPPED OFF?

A game that generates many pleas for help can usually be relied on not only to be difficult, but to hold the player's interest over a long period of time. So I sat down to play *Bedlam* with great expectations.

Bedlam can perhaps be likened to a text *Asylum*. Padded cells lead off from a network of corridors, each with a door, always closed and often locked. The text is witty and plentiful, and produce a loony-bin atmosphere at least as good as *Asylum*'s mixed graphics and text.

A *Bedlam* lobotomy is not as devastating as an *Asylum* one, nevertheless I became distinctly derr-brained after mine! Although this surgery doesn't prevent the game from being completed, it makes playing really crazy! Luckily normal insanity can be restored by the use of a rather obscure magic word!

Strange inmates join the Adventurer in his quest for freedom — Picasso, Napoleon and Houdini to mention but a few! I liked this, and at the point of being savaged by a guard dog, left the game for a while to ponder.

Remembering the names Simon Clarke and Richard James, I dipped into my correspondence file, and found a hot tip for dealing with the offending dog. It didn't work! Curses — what sort of twisted readers have we got?

At the back of my mind was a nagging feeling that here might be one of the random elements described in Tandy's catalogue as "the way out changes every time you play".

I have since passed the vicious dog, (I can't be sure whether success is random, or exact sequence of words is required), but was disappointed to find that my difficult and intriguing Adventure was suddenly over!

Solved adventures of any standard take at least half an hour to replay — and the slightest mistake can easily extend that to an hour.

Not so with *Bedlam*. It can be completed, start to finish, in about two minutes flat. Not only that, the problems requiring a definite solution can be easily identified, and number exactly three!

Unable to believe the game was so small, I gave Simon a ring. 'Yes", he said, "tiny, isn't it?" Tandy had assured him that if the dog failed to react to the poison, there were a number of alternative escape routes. But Simon hadn't found any others — have you?

Bedlam is available from Tandy on cassette for TRS-80 Models I and III at £11.95, and for the Tandy Colour Computer at £9.95. Why the price difference? A game's a game, isn't it? In any case, there's so little of it, at either price it's a bit of a rip off.

SCOTT WILL RETURN!

More of you write in about Scott's games than about all other Adventure games put together. Scott's empire is the IBM of Adventureland. And those letters are not just restricted to people who play the games!

Many readers write to ask when the series will be available for their own systems — BBC, Spectrum, and Dragon. "Please, if and when? We need 'em badly!"

I took some time out from answering the mountain of mail you send me to find out.

So here's the latest. I spoke to Mike Woodruff of Calisto Computers, Adventure International's UK agents. He told me that only one thing was holding up the release of the Scott Adams series for BBC, Spectrum, and Dragon — a suitable programmer!

He will have to be a top-notch machine-code programmer. As soon as one can be found, says Mike, the games will be converted.

To clear up the confusion created when in error I stated that *Mystery Fun House* was available for the Vic-20, I can now reveal all!

Commodore, who have the sole rights for Vic versions of the games, confirm that only the first five of Scott's games are currently available. The good news is that they are negotiating a deal with Adventure International that will hopefully lead to the release of the rest of the series.

So file all my tips away for future reference, you Vic, BBC, Spectrum and Dragon owners — you may be glad of them soon!

ALE OF STEVE S' TOWN HORSE

desperate for a decent night's sleep. Still one treasure missing! I told him it was time he dug something up.

"Well!!", wrote Stephen a few days later. "Without your tip I'd still be looking for that **** ****** in the year 2000! *Ghost Town* has finally bit the dust so I can go back to more mundane chores like eating and sleeping. What I really need is a rest, so I'm going to do something easier like *Pirate*. After that I shall tackle the Scott Adams Adventures in chronological order. Three down and ten to go, but one day Adams . . ."

The tips I gave Stephen are shown below, plus help for Robert Miller stuck inside a Sphinx he entered via a Time Machine.

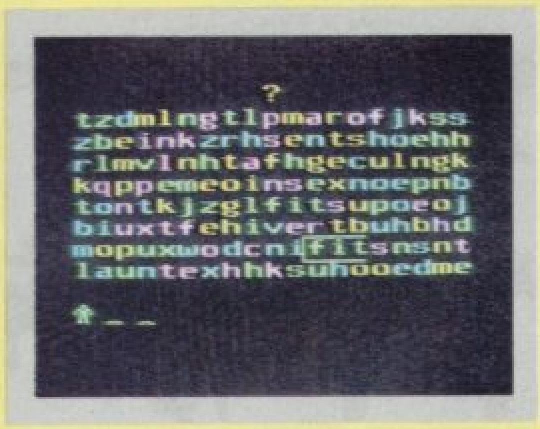
TAKE THE TABLETS

Two tablets, two fountains. Note the quotation marks on the second tablet. Solution: say ,,Sun'' when you can see the mountain, not actually on it!

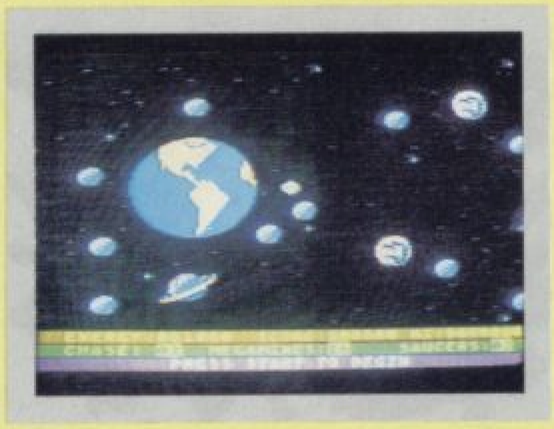
Jumped any canyons or dug any good roofs lately?

Looks as if the lever at the end of the corridor keeps slipping back.

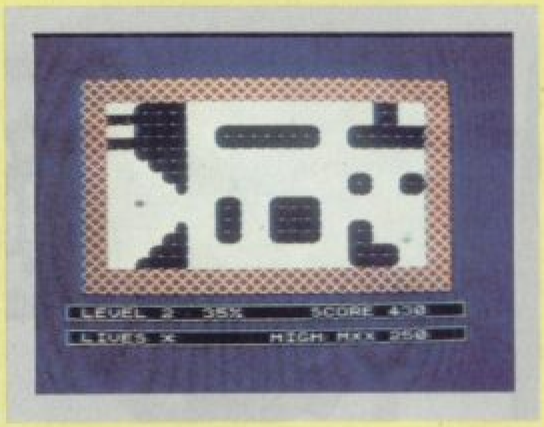




WORD FEUD



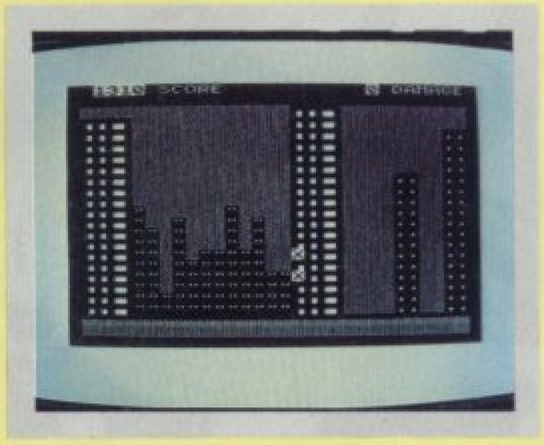
ASTRO CHASE



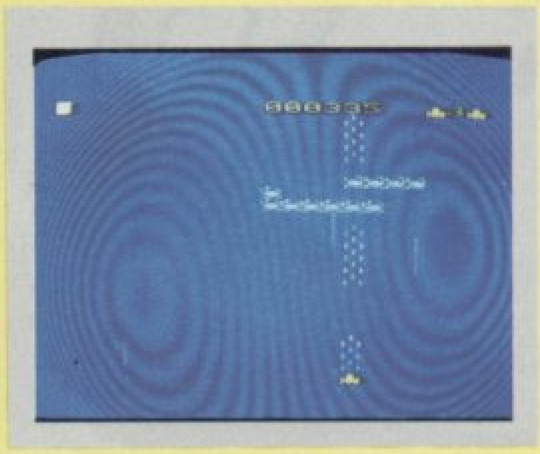
SPLAT!



ASTRO CHASE



CITY PATROL



MULTITRON

As you can see Astro Chase is our Game of the Month this issue. The opening display is something not to be missed — so don't miss our review on page 154. We also take a look at a brand new two-in-one game called Death Mines of Sirus, which has a soundtrack which must be heard to be believed. Read all about it on page 156. There's an official Frogger game for the Dragon on page 156, and a version of a starship shoot out called Star Jammer, also for the Dragon, on page 162. Splat is the unpromising name for our Spectrum game under review this issue. Find out if it lived up to its name on page 162. That big ape makes a comeback on the Vic-20 on page 162, while the word-smiths among you will enjoy Word Feud on the CBM-64. Plus many more. How do we get them all in ! Watch out for our new improved Reviews section next month!

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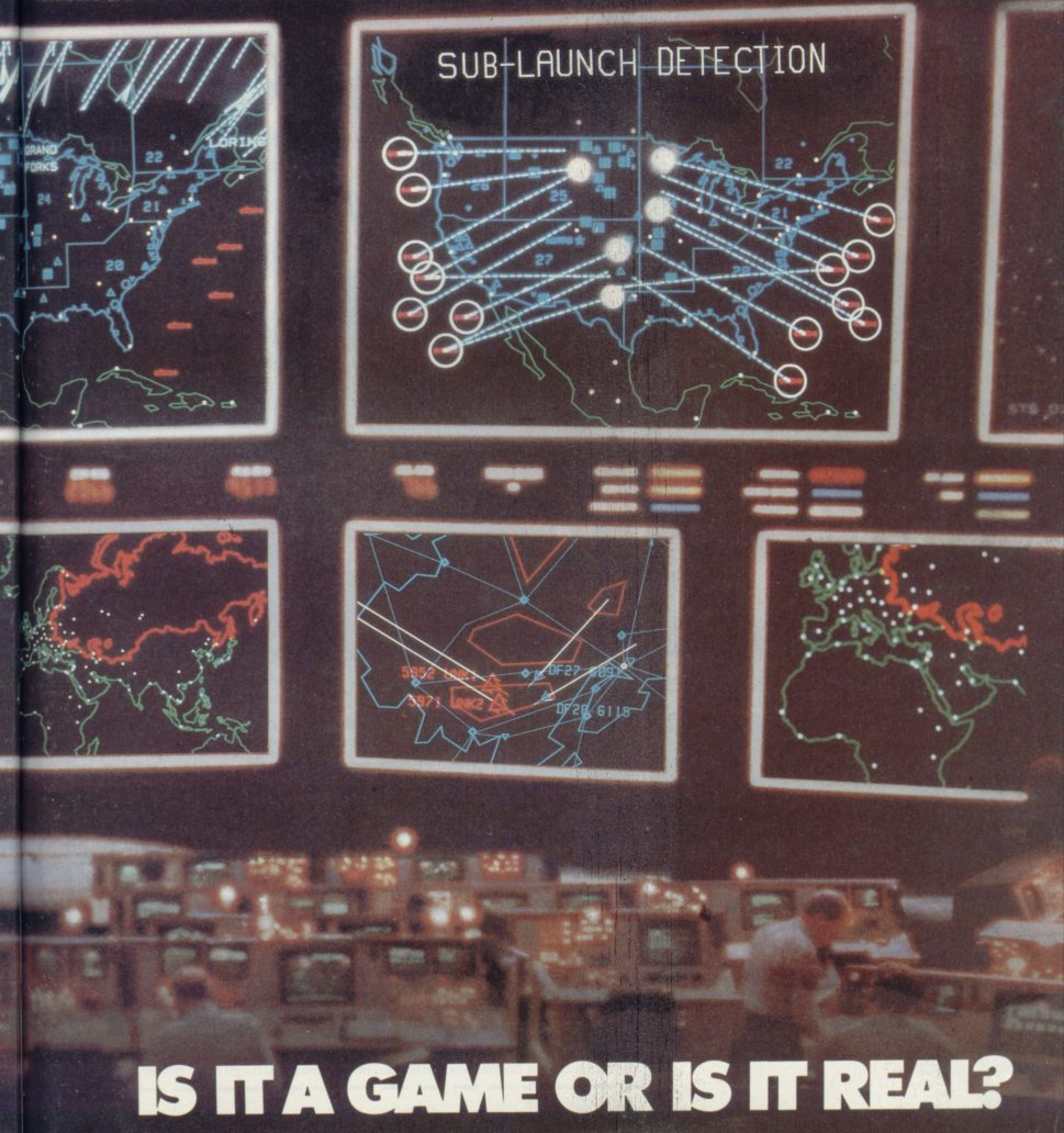
And the highly skilled "Mine Madness" and "Tank Commander are on †Vic 20.†

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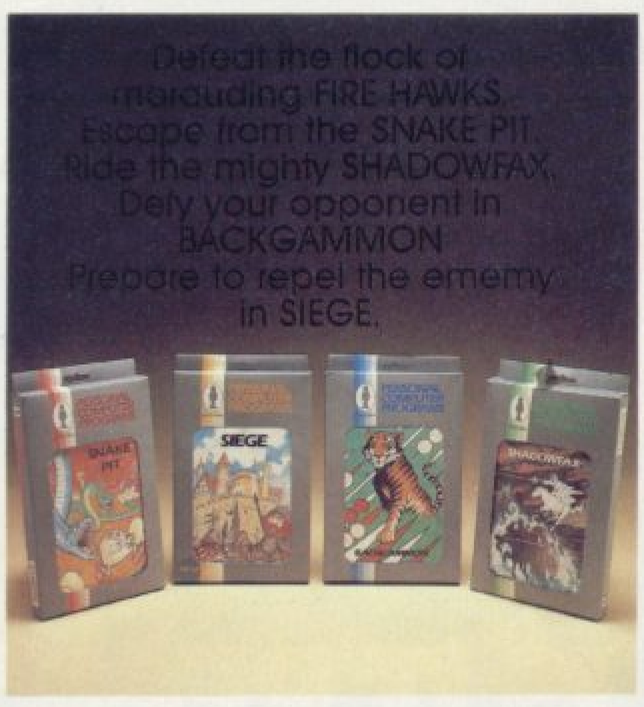
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PANIC IN THE CITY AS ALIENS ATTACK

CITY PATROL

Suddenly a million voices cried out for help at once. Then silence as the holocaust swept across the helpless city! Can you save the day?

You are the supreme commander of a laser ship. Your task is to intercept and destroy all alien suicide craft.

Your rank will be raised depending on how many aliens you destroy in relation to the amount of destruction being caused in the besieged city.

The city consists of four layers of buildings which all move independently to each other at differing speeds in relation to the viewing angle, creating a 3D effect.

The eight way direction is controlled by keyboard which I found took a long time to master. The all character graphics scroll in four directions producing a realistic flicker free flying simulation.

Alien space ships appear near the top of the screen and keep a constant direction thereafter. When an alien stops, it automatically goes into its search and destroy mode! You will be destroyed if it hits you five times.

Two quite frightening features are the hidden aliens located elsewhere in the city — off screen. These may fire their laser demolishing a building. All you will see is a brief flash in the sky.

Also if — by unfortunate means — an alien completes its mission and reaches Ground Zero the game freezes for a second followed by a series of large explosions that blow a large chunk of your city to smithereens!

You also have the useful option of flying at maximum speed by holding two keys down simultaneously, this results in the buildings wizzing past you at tremendous speed!

By touching any key except the directions keys or 'A' for surrender, you will activate the ship's lasers.

Trapping an alien in your sights is not at all easy. First you must wait until it isn't behind a first row building, then when you are level with it, advance over it keeping equal speeds and quickly fire! A steady hand and accurate eye is needed, not as easy as it sounds.

The city is made up of several types of buildings all differing in shape, size and design. If you accidently fire on a building it will be destroyed.

Every layer one building you hit loses you ten points, and up to 40 points for a layer four building. This stops you demolishing the city to find aliens.

There are three levels — average, difficult and impossible. I did try the impossible level and found that about twice as many buildings have been added, all much taller which cuts down your view of advancing aliens! Yes . . . it was impossible.

Despite some very nice graphics and realistic simulation, I thought that the game could have incorporated more interesting characteristics though it did possess a surprisingly addictive quality.

It's a good addition to games software for the ZX81 — a micro that's rapidly being left behind in the rush to bigger and brighter machines.

For those with a bit of warrior in you, City Patrol — by Macronics — is available at W. H. Smith for the Sinclair ZX81 at £4.95.

- **Getting started** 8
- **Graphics** 8
- **Value** 8
- **Playability** 8

ATTACK OF KAMIKAZE TURTLES!

MULTITRON

Dodge waves of kamikaze turtles and blast packs of sluggish snails in this latest clone of the well worn Space Invaders theme.

As in all invader-style games your laser base is under attack from waves of mutants, in the case of Multitron they take the shape of dive bombing tortoises, several winged phoenix and small snail-like creatures amongst others.

One very interesting feature in the game is that once you have managed to survive all six waves of mutants you

have to manoeuvre your laser base through a vertically scrolling tunnel to reach the next stage of the game. If you run out of control and hit the side of the winding tunnel, you will encounter an anti-matter field and immediately be blasted into a million little pieces.

Continual use of your laser will soon use up the energy available on each level and I found it best to conserve energy by firing in short bursts. Your energy cells will regenerate themselves if you don't fire for a couple of seconds, but it is very irritating having to hang around and dodge the enemy missiles with no way of retaliating.

A very ordinary game to play in its initial stages but it is redeemed by the space corridor and the fast action waiting for you on the other side.

Multitron runs on the unexpanded Vic-20 and incorporates hi-res graphics. Good use has been made of the limited memory. The game is controlled by either keyboard or joystick and is available from Manchester-based Sumlock at £7.95.

- **Getting started** 8
- **Graphics** 6
- **Value** 4
- **Playability** 4

ROAD RACER IN SEARCH OF GOLD CUPS

TRANZ AM

The year is 3472 and the once-great Earth has been destroyed. All that exists is a barren land of sand, rocks and boulders. Life nowadays is ruled by cars. Gold is replaced by petrol and your sole aim in life is the possession of the eight Golden Cups of Ultimate.

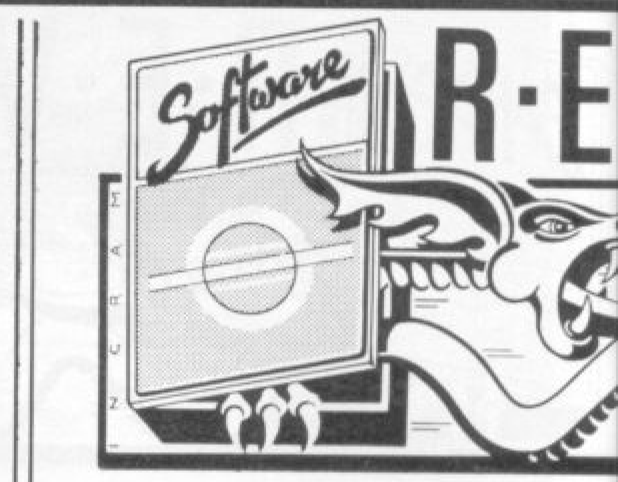
A more imaginitive scene-setter to a road race game is hard to find. And the program's not bad either. Tranz Am gets away from the standard screen layout of the car at the bottom of the screen and the road scrolling towards you.

The car stays in the middle, and the whole screen scrolls in any direction. To control the vehicle you use two keys to rotate yourself just like good old Asteroids.

The screen acts as a window on the whole land, which is about seven times the size of the displayed area in each direction. The area you are searching is therefore about 50 times the screen size. The idea is to tour the land seeking and collecting the eight trophies which are positioned randomly for each game.

There are also enemy cars which roam the area and must be avoided. You have three lives.

The screen which displays the road is square, which leaves a column of spare TV space on the left. This is your indicator panel and shows the time, score, miles travelled, speed and a



reduced view of the whole land on a radar.

Control is quite easy and uses only four keys. Two to rotate and two more as accelerator and brake.

The game is also compatible with Kempston joysticks. You can pause the game if you wish.

Although the speed indicator is labelled from 0 to 400 mph, the car does not go too fast even in full speed. There are no gear controls.

Tranz Am is by Ultimate and runs on any Spectrum. It is available from W. H. Smith and costs £5.50.

- **Getting started** 8
- **Graphics** 7
- **Value** 8
- **Playability** 8

SPACE SHOOT OUT AMONG THE PLANETS

ASTRO CHASE

Fernando Herera is a name that commands the same respect in American video gaming circles that a well known writer or artist would in the art world.

He is something of a maverick — Herera prefers to work for himself selling his games to the highest bidder.

His best known game is now available in the UK on the Parker Brothers label for the Atari 400 and 800.

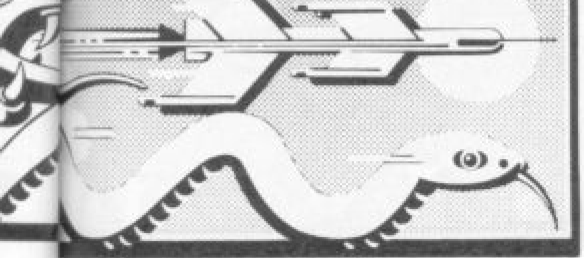
Astro Chase takes the oldest cliche in video games but re-works it splendidly to produce a game of colourful 3D style graphics and challenging game play.

The Earth is under attack from the aliens and you are the lone pilot on a mission to clear the space around the planet.

An assortment of adversaries have to be dealt with. Chasers are spider-like craft that can destroy your ship but don't really present much threat to the Earth. Far more deadly are the Megamines which gradually surround the Earth hiding from you behind surrounding planets.

If a Megamine lands on the Earth the planet is blown to bits lighting up the whole universe.

Speed manouvreability, and a quick



finger on the trigger are required if you are to successfully defend earth.

When you have destroyed 16 Megamines you are judged to have save the planet from one attack . . . But it doesn't take the aliens long to regroup and pretty soon they are back with new more sophisticated ships.

The graphics are the making of Astro Chase. The display at the beginning of the game is impressive. Your little man walks up to his ship, salutes and is then beamed up into his ship before it slowly lifts off.

The galaxy is beatifully drawn with the continents and oceans showing up clearly on the earth.

Astro Chase sets new standards for space shoot 'em ups. One of the best games I've seen for the Atari home computers. In the shops now at £29.99.

- **Getting started** 9
- **Graphics** 9
- **Value** 8
- **Playability** 8

DINKY APE JOINS THE KONG CROWD

DINKY KONG

First came Donkey Kong then Donkey Kong Junior and now . . . Dinky Kong!

In this version you take the role of a soldier who marches rather than runs! Other than that the game is the same as the original. The object is to climb the various platforms and rescue the captured girl at the top, avoiding fast rolling barrels being thrown down by Kong.

One interesting feature are the hearts planted at random on the platforms. These may be picked up for extra points but leave holes in the runways. Barrels that roll over these holes will fall through to the platform below, although you may jump over them.

I'm sorry to say that this version fell below standard although the graphics were quite good. Two especially annoying points I found were that the program had to be loaded in two sections — the tape recorder had to be stopped and restarted (retyping 'cload"" ').

And if you replied no to the reply option at the end, the program will "new" itself thus clearing the memory.

The game gets rather monotonous as only one variation screen is used which is repeated, although fireballs and larger quantities of barrels are introduced in higher levels.

Dinkey Kong is available from Gloucestershire-based Severn Software for the Oric-1 at £6.95

- **Getting started** 4
- **Graphics** 5
- **Value** 3
- **Playability** 4

DULUXE, THE PLANET WITH PROBLEMS

SOFT HITS

Life on the planet Duluxe is far from tranquil for BBC and Spectrum owners.

The second issue of Soft Hits, is due out in November and consists of a cassette with a game for the 16k Spectrum on one side and the same game for the BBC B on the reverse.

The game is called Airbrush and your job is to paint the floors of the prison in which you work while avoiding the waste bin and the armed guards.

At least that's what the Spectrum version is about.

The BBC game involves life on the planet Duluxe and you have to collect enough local currency to afford the fare home, while avoiding the radio-active dustbins.

This sounds like two different games but is in fact only one.

It seems as though two different people were hired to write the blurb and no one could decide which was best.

The game itself is quite playable, at least on the Spectrum version.

Control of the paint roller is via the Caps Shift, Z, P and L keys although if you don't press any key then you move downwards.

The idea is to roam the screen collecting paint pots to replenish your supply which is used up as you wander the screen.

The program uses only normal character resolution graphics with user defined characters. Your roller moves by a whole character each step which is not ideal.

The BBC version uses mode 1 graphics which should improve the situation.

Sound effects are included and are quite effective, even if it does sound like water gurgling down a plug hole.

You'll find Soft Hits in your newsagent for a very reasonable £2.45.

- **Getting started** 8
- **Graphics** 5
- **Value** 8
- **Playability** 6



GREAT THEME TUNE FOR TWO-IN-ONE

DEATH MINES

Fans of action and adventure games now get the best of both worlds with the launch of a double-tape game.

The pack consists of two cassettes. One with an action arcade-type game and another with an adventure. This idea is not new, but Phoenix software has added a new twist. You cannot load the adventure without the code, which you can only get by mastering the arcade game first.

The first release in this series is for the Dragon and goes under the name Death Mines of Sirus.

A feature of the cassette system on the Dragon is the ability to record speech or music and play it through the television. This can be activated by the remote control from the recorder. Phoenix is the first company which I have seen make use of this and it works amazingly.

Once the game is loaded you are greeted with the theme music from 2001. Then, if you want the instructions, the music is played again as backing.

This, unfortunately, is the best part of the game. The action game proper is little more than a lunar lander. It is in black and white, and it flickers badly.

You and Captain Phoenix, say the instructions, must land your drone ship on the four pads at the bottom of the screen. Once you have done this you have to transport the aliens which inhabit the planet back to the top of the screen a better place.

You have to complete all 12 skill levels of the action game before you can proceed to the adventure. At the end of each level you are given a clue which will help you later on.

When you have mastered the first cassette, you will be given a code to load part one of the adventure. This consists of a four letter code, and there are nearly half a million combinations.

On loading the first part of the adventure — there are two — you are asked for the loading code. You are then told to press enter but this does not matter. The game itself is slow. Very slow.

It's quite easy to get killed, and I found it annoying that I was asked to enter the loading code each time I wanted to play again.

The Adventure is fairly standard and uninteresting, I'm afraid. The loading sequence, though, is great.

The package comes in a posh plastic case containing two cassettes, with a total price of £9.99. from Phoenix, based in Pinner, Middlesex.

- **Getting started** 9
- **Graphics** 5
- **Value** 6
- **Playability** 5

FROG SCORES A HIT ON THE DRAGON

FROGGER

Jump for your life if you don't want to be splattered all over the road! Guide your frog to his frog-hole by hopping him across a busy road and crocodile infested river in this, the official version of Frogger.

In a close representation of the original arcade game by Sega your frog has to avoid the fast moving road traffic and cross the river by using floating logs and turtles' backs as stepping stones. Beware the turtles — they are inclined to dive unexpectedly.

A lady frog appears at random in one of the five frog-holes on the far side of the riverbank.

When all five holes have been filled with frogs you move on to a new level. Things start to get more difficult as less time is allowed to get the frogs safely home, the cars move in faster convoys and there are fewer logs.

For one or two players, control is by joystick or keyboard. Keyboard control is very easy to master using the cursor keys for left, right, up and down moves. Frogger is written in machine code and the graphics and speed are among the best I've seen on the Dragon. It is available from Microdeal and all leading retailers at £8.00.

- **Getting started** 8
- **Graphics** 6
- **Value** 7
- **Playability** 7

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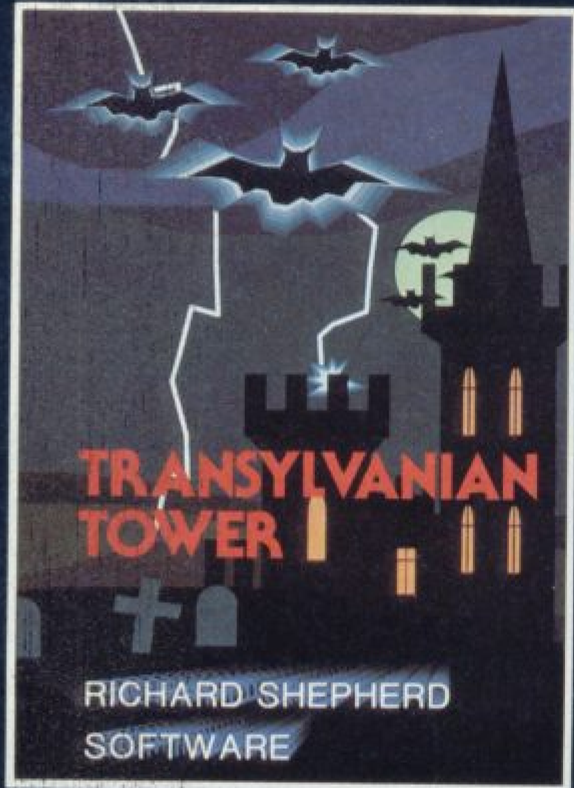
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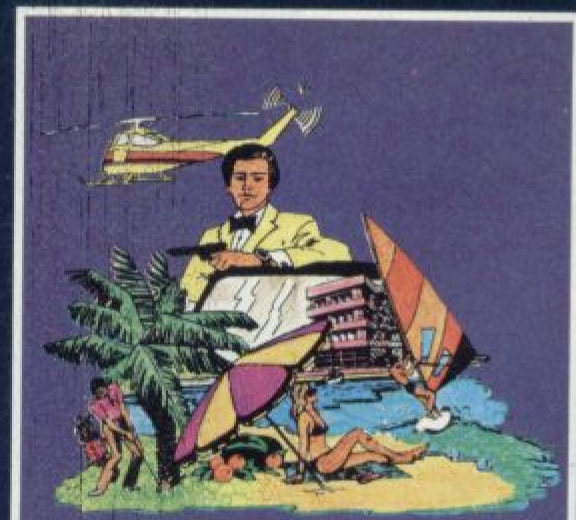
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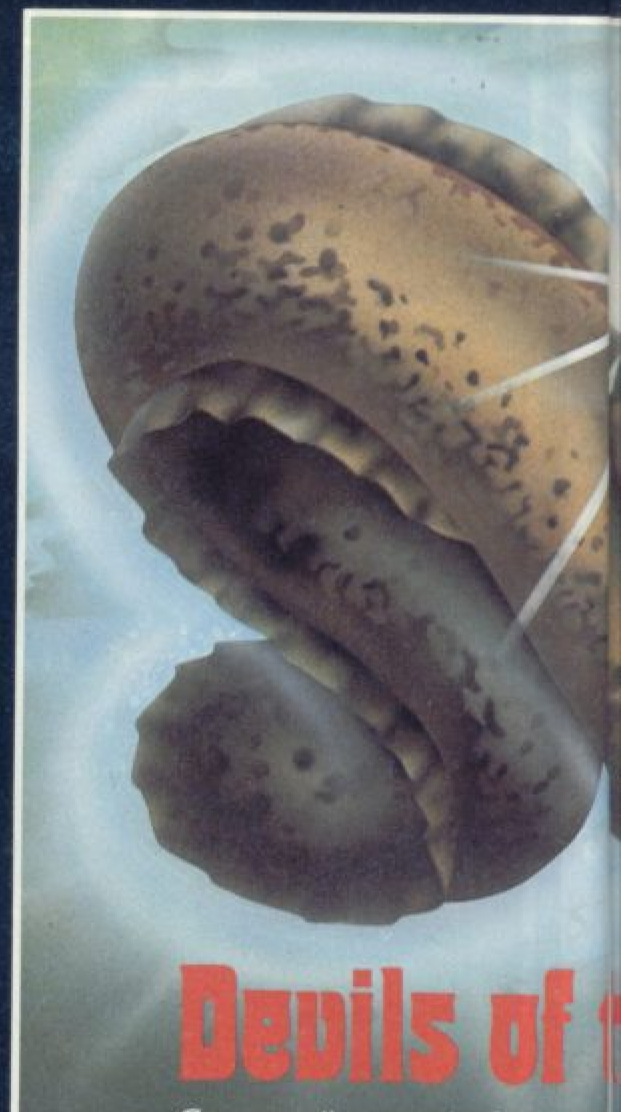


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MAL FUNCTION
T. HITCH
SNAG JNR
SCREAMING FOUL UP
THE BUGS
ZAP! POW! RAT-TAT-TAT! BLAM! KPOW! (MUMBLE!) MORE COMING IN FROM THE TOP... ..FIRE! (ETC)
TOSS! TURN!
MIDNIGHT AND OUR PROGRAMMER HAS A PROBLEM!
IT'S NO GOOD, I JUST CAN'T GET TO SLEEP, MY MINDS STILL PLAYING THAT NEW SPACEWAR CASSETTE!
CRACKLE!
I'LL HAVE TO GIVE THEM A REST FOR A WHILE. I'M BECOMING A JOYSTICK JUNKY!
I NEED TO CALM MYSELF DOWN SO...
CREAK!
PEST!
CLICK!
SNORE!
I'LL JUST PLAY ONE QUIET GAME OF COMPUTER CHESS AND GO BACK TO BED...
I WON'T CARE IF I WIN OR LOSE. IT'LL TAKE MY MIND OFF THOSE ZAPPY WARGAMES YEK! I HATE VIOLENCE ANYWAY!
CHESS
YOU HAVE NOW SELECTED: THE EASY PEASY LEVEL
PRESS START.
HUM!
THE BUGS ARE RUDELY AWAKENED
HUM!
WASSAT!
GROAN! DOESN'T HE KNOW WHAT TIME IT IS?
GRRRRA!
CURRENT PROGRAM IS.....
WHAT A TIME TO PICK TO PLAY CHESS.. JUST NO CONSIDERATION FOR OUR REST AT ALL!
WELL! SINCE WE'RE AWAKE.....
BINARY SNAKES NEED BEAUTY SLEEP TOO!
IN A FEW MILLISECONDS THE SCREEN IS CHAOS!
..LETS WAKE HIS GAME UP!
I LOVE RUNNING AMOK!
KPOW!
SOB!
THOSE BUGS HAVE TURNED MY QUIET, LITTLE GAME INTO A RAGING BATTLE ZONE! (SNARL!)
KRMPHH!
BLAM!
BURNING HATE!
SOB! TAKE THAT! I'M SICK OF THIS MINDLESS VIOLENCE (GIBBER) STAY OUT OF MY PROGRAMS.
SMASH!
HAVE THE BUGS GONE TOO FAR? DON'T MISS THE NEXT ISSUE.



SAVE ZIPPY AND WIN £500 BONUS!

SPLAT

Splat! certainly makes a welcome change to the usual shoot-em-up games that flood the *C&VG* offices every month.

Instead of wiping out hordes of mutant invaders or destroying squadrons of bird men you've got to help Zippy, Splat's central character, to eat grass and avoid being squashed.

The game has seven levels but this review only covers the first three — mainly because I wasn't good enough to get any further!

At the beginning of every game Zippy, represented by a flashing cross, is placed in the centre of an area strewn with rocks and the occasional clump of grass. The screen scrolls randomly in four directions. Bumping into the rocks doesn't do you any harm but you have to be careful not to get crushed between a rock and the surrounding wall.

On your travels points are scored for eating grass and on the higher levels an odd plum might come your way. Zippy's progress through each level is shown as a percentage mark. When it reaches a 100 you move onto the next sheet.

The second level includes a river but remember to use the bridges because Zippy can't swim. Level three has spikes which will kill you if they are touched.

Incentive Software, the manufacturers of Splat! are offering a £500 prize to the person who can get the highest score on the game. I'm afraid you can't cheat because each score has a unique Hi-code which can be used to check the authenticity of any Hi-score.

Splat! is one of the most addictive games I have ever played on the 48k Spectrum, it is certainly the most original and at £5.50 is good value too.

- **Getting started** 8
- **Graphics** 7
- **Value** 8
- **Playability** 9

THE GREAT APE BIDS FOR FREEDOM

APE ESCAPE

If you have developed a liking for video game gorillas you'll be pleased to hear that the big ape has made a reappearance in a new game.

Mario fans will be disappointed though as this game has nothing whatever to do with Italian carpenters and blonde starlets.

The ape is imprisoned on the top of a



sky-scraper. Until out of the skies come a squadron of crazy choppers intent on dismantling the building brick by brick to let the beast out. Your job is to blast those choppers and stop the ape.

If he gets out he quickly runs along the ground and bashes your little man with his fist.

The game has several levels — making for a progressively difficult challenge. Level one should not cause any of our readers any problems but by the time you get to number three the action becomes fast and furious.

Added hazards are parachutists who can cripple your man if they land on him — as can falling sections of the building, crashing to the ground from obliterated choppers.

If you do bite the dust the game introduces a cute Andy Cap type character who shuffles on to the screen to sweep up the mess.

Ape Escape is the first of a new range of Vic-20 cartridges from Spectravision — the video game people — and is available from Vulcan Electronics of Hendon. It's in the shops now at a slightly pricey £19.95.

- **Getting started** 8
- **Graphics** 6
- **Value** 3
- **Playability** 5

EXPLOSIONS DON'T MAKE GOOD GAMES

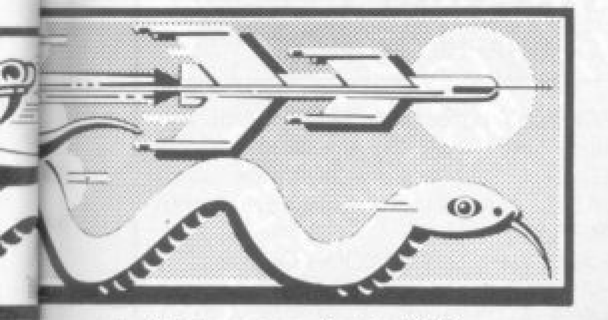
STAR JAMMER

Great explosions! I thought to myself, when I first sat down to play Star Jammer on the Dragon. I ended up horribly disappointed with the game.

You are presented with a starships viewscreen and various stars and objects float in front of you. Your gunsights are situated in the middle of the screen, and the object is to manoeuvre an alien ship into range of your lasers and zap it. But you must reach the next stargate in the galaxy before your energy levels run down.

Unfortunately I couldn't identify any stargates and don't think I ever managed to reach one!

The game is a version of Atari's Star



Raiders game for the VCS.

There were no instructions included with the cassette and play was largely by trial and error.

When I started the game I found it almost impossible to identify the alien as they start off as small blobs identical to all the other blobs around them.

They rapidly get larger and larger until they exploded in a spectacular and colourful fashion. I was immediately awarded 50 points for doing absolutely nothing.

With my next life I manoeuvered the alien into range of my gunsights and blasted away. I was awarded another 50 points! As the game progressed, the greater number of aliens killed meant more points were awarded for each one reduced to cosmic dust.

If the alien isn't killed before it reaches a certain size, it grows until it fills nearly half the screen and explodes. These explosions are fantastic and although the program is written in Basic I feel it's a shame that the game doesn't match up to the quality of the explosions.

The game is not helped by the impractical Dragon joystick. This doesn't have the usual self-centering feature and makes for very erratic manoeuvrability. It is available from Sussex based Salamandar software for the Dragon 32 at £7.95.

- **Getting started** 2
- **Graphics** 4
- **Value** 2
- **Playability** 3

THE WAR OF WORDS WILL HOOK YOU!

WORD FEUD

Word Feud is the most entertaining word game to arrive on the *C&VG* reviews desk since Psion's superb Spectrum Scrabble.

Unlike Scrabble it is surprisingly simple to learn. The idea of the game is to spot the hidden word buried in a mass of letters.

Using the joystick you move a grid around the screen until you spot the word. Get the word in the frame and press the fire button. The first person to get the word in the frame wins.

You can choose whether to have three or four letter words. There is also an option to play against the computer as well as a friend.

In the one player version your computer opponent introduces a cute little character that bounces around the screen eating up the letters and destroying your chances of finding the hidden word.

Word Feud is one of those games that take you about twenty seconds to learn but which you can end up playing for hours.

Word Feud runs on a Commodore 64 and is available from Audiogenic of Reading at £9.95.

- **Getting started** 8
- **Graphics** 8
- **Value** 8
- **Playability** 8

MICRODRIVERS AIM FOR THE FASTEST LAP!

CHEQUERED FLAG

Chequered Flag is, as you might expect from the name, a Formula 1 racing simulation.

It features some spectacular graphics, and there is a choice of ten circuits, mostly based on real race tracks, although there are also some ficticious ones too — like the Cambridge Ring and Micro Drive!

When the game has loaded you first choose your track. Then you get a choice of three cars, one of which has an automatic gearbox.

The entire lower half of the screen is taken up by your car. You see all the dials — in fact it resembles the cockpit display in Psion's flight simulation program in many ways.

Apart from the car, which is superbly drawn, there is not a lot else on the screen. Small telegraph poles fly past occasionally, but there are no other cars to pass — or to crash into!

This is one of those games which you have to be an octopus to play well. The game uses ten different keys but you only need to keep your hands on the accelerator, brake, left and right.

You also need a spare finger to change up and down through the gears, except on the automatic car.

I found the game a very real simulation of driving round a track. But steering is quite tricky and you certainly notice the lack of other cars.

Chequered Flag runs on a 48k Spectrum, and you should find it in W. H. Smith. It costs £6.95.

- **Getting started** 9
- **Graphics** 9
- **Value** 8
- **Playability** 6

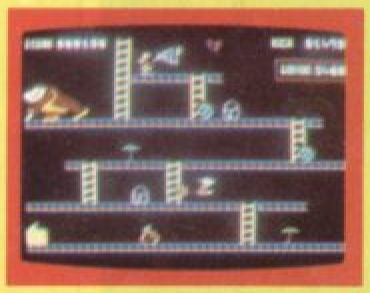
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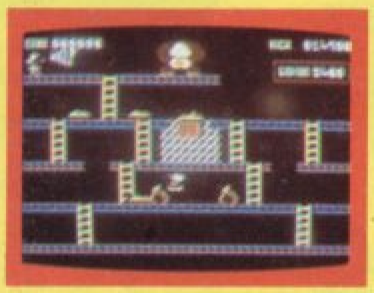
COMMODORE 64

KONG KB / JS £7.95

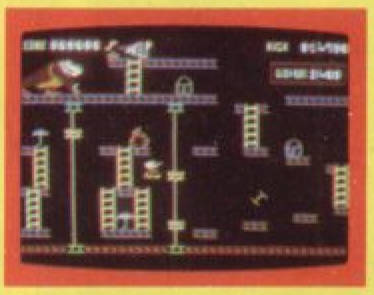
A 31 K ALL M/C PROGRAM WITH BRILLIANT ANIMATED GRAPHICS



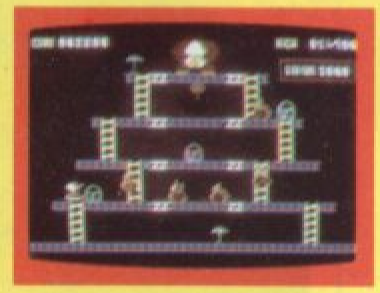
1. CHASING FIREBALLS AND BARRELS, CAN BE SMASHED BY THE MALLET IF YOU CAN JUMP UP AND GET IT.



2. JUMP OVER THE PIES AS YOU RUN ALONG THE CONVEYOR BELT MAKE SURE YOU DONT END UP INSIDE THE COOKER.



3. THE ONLY WAY UP IS BY THE LIFT WHICH IS UNDER A CONSTANT BARRAGE OF GIRDERS.



4. KNOCK OUT ALL THE SUPPORTS BY RUNNING OVER THEM AND WITNESS THE SPECTACULAR COLLAPSE OF KONGS LAIR.

SKRAMBLE J.S. £7.95

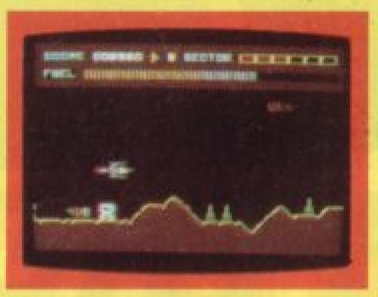
PILOT YOUR SPACE CRAFT THROUGH THE SIX DEFENCE SECTORS AND DESTROY THE COMMAND MODULE OF THE **COBRON** EMPIRE. A 32 K ALL M/C BLOCKBUSTER.



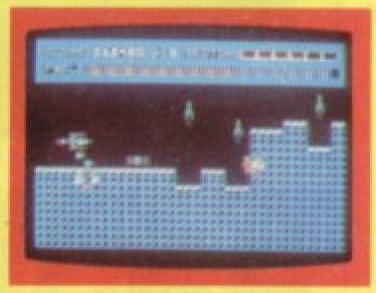
1. RAMMING MISSILES HURTLE TOWARDS YOU.



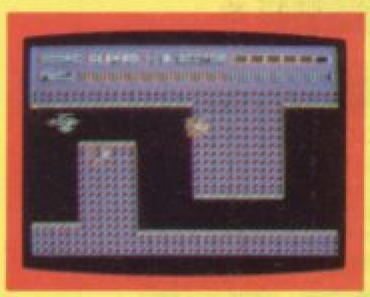
2. FIGHT COBRON QUASER ION SHIPS.



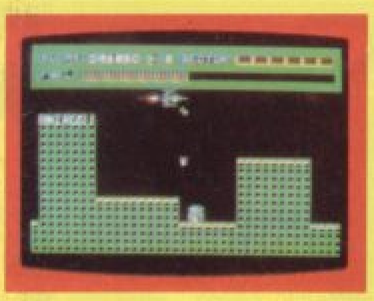
3. DODGE THE FIREBALLS, BECAUSE YOU CAN'T SHOOT THEM DOWN.



4. CITY WITH HIGH RISE BUILDINGS.



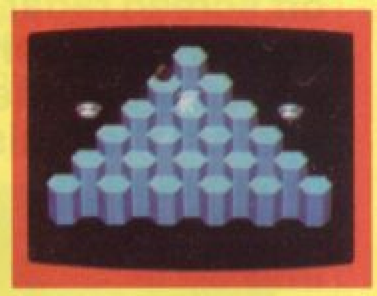
5. GUIDE YOUR SHIP WITH DEXTERITY THROUGH THE MAZE.



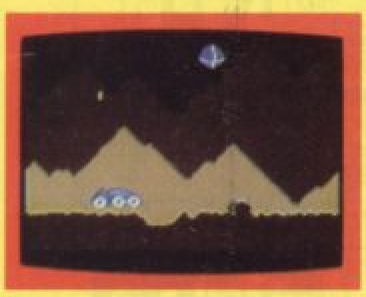
6. DESTROY THE BASE BEFORE YOU RUN OUT OF FUEL.

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THE EVIL WITCH ZOGANAAR HAS FORCED BERT TO PLAY ON HER 3D HEXAGONAL PYRAMID. AS HE JUMPS FROM STEP TO STEP OF THE PYRAMID. MASSIVE RUBBER BALLS BOUNCE DOWN THE PYRAMID TO CRUSH HIM. HER PET SNAKE, **COILY**, MOVES UP AND DOWN THE PYRAMID CHASING BERT. YOU HAVE TWO SPINNING DISC'S TO JUMP ON TO AND LURE **COILY** TO HIS DEATH. CAN YOU MAKE BERT THE HEXPERT?
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FROG RUN



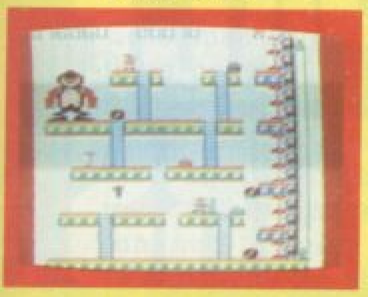
A POPULAR ARCADE GAME BROUGHT TO LIFE WITH BRILLIANT ANIMATED GRAPHICS

K.B. / J.S. £5.95

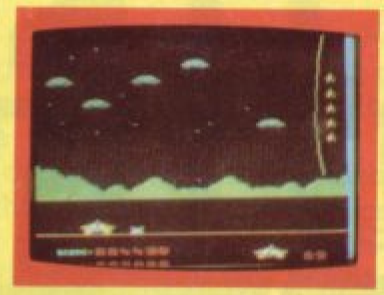
SOFTWARE

TRADE ENQUIRIES WELCOME 29, West Hill, Dartford, Kent. Dartford (0322) 92513/8

KRAZY KONG



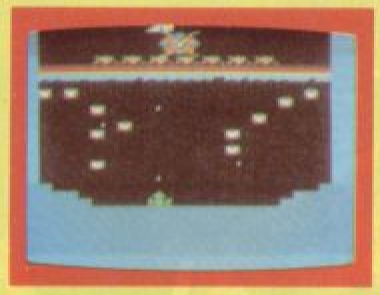
GALACTIC ABDUCTORS



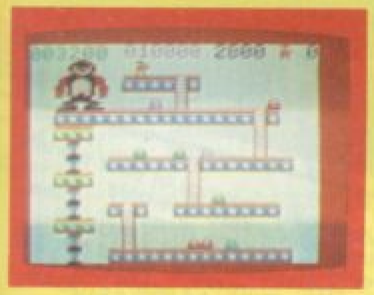
3D TIME TREK



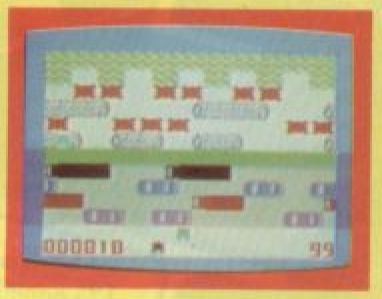
XENO II



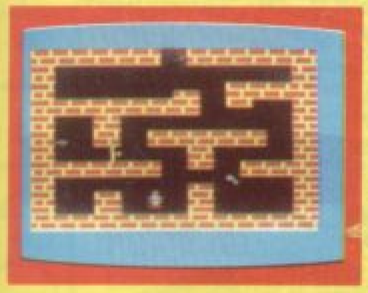
MINI KONG



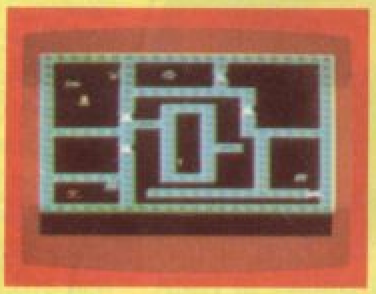
FROG RUN



PHAROAH'S TOMB



DRACULA/LOST IN THE DARK



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In the year 2973, your starcruiser; badly damaged in a meteor storm, is forced to crash land on the planet, ruled by ZOK, a time-space generated image of Count Dracula. ZOK is evil, cunning and cruel. Your chances of rescue are nil as all the galactic patrols give this planet a wide berth. You are hungry, frightened and know that ZOK is watching and setting traps. £5.95

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The Pharoah's tomb was desecrated by the tomb robbers and now abounds with evil. Only by entering the chamber with TRIANGLE OF GOD can you remove this evil. The key to the chamber was smashed into pieces which you must find. Beware of the traps set by the ancient Egyptians to punish all those who enter the sacred tomb. £5.95

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Two superb graphic adventures for the unexpanded VIC.

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KRAZY KONG K.B./J.S. 16K EXP.

A very popular arcade game has been brought to life in this all machine code presentation with four screens, multi-colour graphics plus features like hi-score table. A game to enthral the whole family.

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GALACTIC ABDUCTORS J.S. 16K EXP.

Experience the terrifying, relentless sound of the approach of the Cybernetic space hawks. While you try to protect yourself from the awesome contents of their pods, they feed greedily on the helpless humanoids. All machine code program that fills the whole of the screen with stunning graphics while it tests your skills to the ultimate.

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3D TIME TREK J.S. 16K EXP.

A brilliant Star Trek game with a difference. Spectacular 3D graphics, real arcade action plus a game of strategy against marauding space pirates.

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XENO II J.S. 16K EXP.

This all m/c game is for true arcadians with super-fast reactions and nerves of steel under pressure. The fourth screen will test you to the limit as the power source guardians bombard you while your shots are blocked by whirling suicide space ships.

£7.95

SKRAMBLE J.S. 16K EXP.

An all m/c game with six sectors and similar to the 64 version.

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Mini version of our famous Krazy Kong. Rolling barrels, lift, handbags, running score, hi-score plus expanded screen and brilliant multi-colour graphics.

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A fast moving comical game involving skill and strategy. Sam, the painter man, is chased by woodworms he uncovers while painting a large area. He must now paint with skill and planning to isolate them and make frequent trips to fill up the paint pot.

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FROG RUN K.B./J.S.

All m/c game inviting you to guide your frogs across a very busy highway, a grassy bank populated by snakes and then a stream full of turtles, logs and ferocious crocodiles.

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DOTMAN K.B./J.S.

Ghosts chase you as you try to eat the dots. Based on the famous arcade game but with a big difference — the ghosts have been given intelligence and will try to corner you.

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SPACE PEDE K.B. / J.S.

A multi screen and multi skill level game with fast and furious action.

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Pilot your ship through the tortuous tunnels and caverns destroying enemy missiles, fuel dumps and airborne fire saucers. 10 skill levels.

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CRAWLER J.S.

All m/c version of Centipede with homing spiders and mushroom laying fleas. A fast and furious game with 10 skill levels.

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Super games pack for young children with games like Santa, Simon, O's and X's Super Snap, Bomber etc.

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The game gets progressively harder. Fleet after fleet of SEIDDAB ships attack. Control your movement with the Spectrum keyboard, AGF joystick or Kempston joystick. Fast machine code action.

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SUDDENLY IT'S CHRISTMAS!

Christmas is probably the last thing on your minds right now. But here at the *Computer and Video Games* office we like to think ahead. That's why our next issue will be packed with festive fun and games — it is our December issue after all!

Mind you, it is a bit strange sitting in the office surrounded by decorations when people are still out sunbathing in the park! But by the time the next issue reaches you winter will have set in with a vengeance the nights will be drawing in and all you'll want to do is sit next to a cosy computer and read your favourite magazine. No, not Smash Hits stupid! *Computer and Video Games* — get it right!

What have we got for you in our astounding Christmas issue? To kick off there's a bumper bundle of prizes to be won in our grand competition extra. We've got no less than three Coleco ADAM Family Computer Systems to give away, plus Philips G7000 video games consoles, plus six copies of a brand new Snooker game from brand new software company Visions — all signed by the master of the game Steve Davis. Plus a couple of other competitions that we'll throw in at the last minute. What I mean really is that we've not had time to think about them!

We'll also be featuring a games players guide to all the new — and not so new — microcomputers. You'll be able to wave this at your parents if you are angling for a new micro this Christmas. Plus our review of the best software for each machine.

We'll also be starting a new feature on the listings we print in each issue — picking out the good points and perhaps telling you how to modify them. We'll be chatting to the authors of our games listings too and asking them how they went about creating their games, including how they got the idea in the first place!

We are also expanding our Reviews section to give you an even better run-down on the best games around for your micro. Plus all our regular features — with an extra added festive flavour.

And there will be games listings too! We've got a 1k wonder for the Sinclair ZX81 called Space Patrol, and our offering for the Atari is called Crash Landing, a game that packs a punch.

There's a maze game for Dragon owners and a war game for the Texas simply called Tank. There is a robotic feel to our Sharp game for Christmas — it's called Cyborg, and that's all we're telling you.

BBC owners can get lost in space with Lunar Rescue, but we come right down to earth with an odd offering for the Vic-20 called Turnip Turmoil.

We return to the arcades for our Spectrum spectacular with Brickout, one for all of you out there who own a 48k machine.

There will be some surprises along the way too — as always in the only reader friendly computer magazine . . .



Me 'n my newsagent are real close. His name's Bill or Fred or something . . . Anyway we got an arrangement. Every month, you know what he does? He looks out my copy of *Computer & Video Games* and keeps it, just for me.

So none of the other punks on the street can get hold of my copy. And that's important to me. Mebbe its important to you too. So go n' see your newsagent with that coupon below all filled out. If he's like Harry here, you're gonna like him.

To my newsagent: Please deliver/reserve me a copy of Computer and Video Games every month. Price 85p.

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To all purchasers of Sinclair Small Business Accounts for ZX Spectrum

It has come to our attention that there is an error in some copies of the above program. We are anxious to minimise the inconvenience to purchasers and are therefore taking prompt action to inform you and offer a replacement free of charge.

If you have a copy of this program and it bears the code B6/S on the box spine please store any data on a separate cassette and then return the product with its packaging and user manual **and your name and address** to:

Sinclair Research Ltd,
Stanhope Road,
Camberley,
Surrey, GU15 3PS.

We will send you a replacement copy.

WHICH MICRO?

NEWS·FEATURES
HARDWARE REVIEWS·OPINIONS
SILICON TIPS·PROBLEMS
SOFTWARE REVIEWS
BUYERS GUIDE



IN FACT EVERYTHING YOU NEED TO KNOW ABOUT MICRO'S!

WHICH MICRO? & SOFTWARE REVIEW

AT YOUR NEWSAGENTS

Be Spoilt For Choice...



Why not be spoilt for choice this Christmas and avoid all the usual rush, hassle and frustration of present buying. By visiting the first Your Computer Christmas Fair (December 15-18) you can be sure of seeing a truly vast range of microcomputer products, all under one roof at the Wembley Conference Centre, the most modern and comfortable exhibition venue in the country.

Whether you're interested in choosing a micro for home management, child education or games playing, you can see everything demonstrated at the show, with all your questions answered by expert sales staff from the manufacturers, dealers and software houses. Huge amounts of software and hardware, add-ons like joysticks and printers, plus a special Sinclair Village, will be at the show.

There's never been a better way to shop for micro computer presents. So wrap up your Christmas gift worries at the Your Computer Christmas Fair.

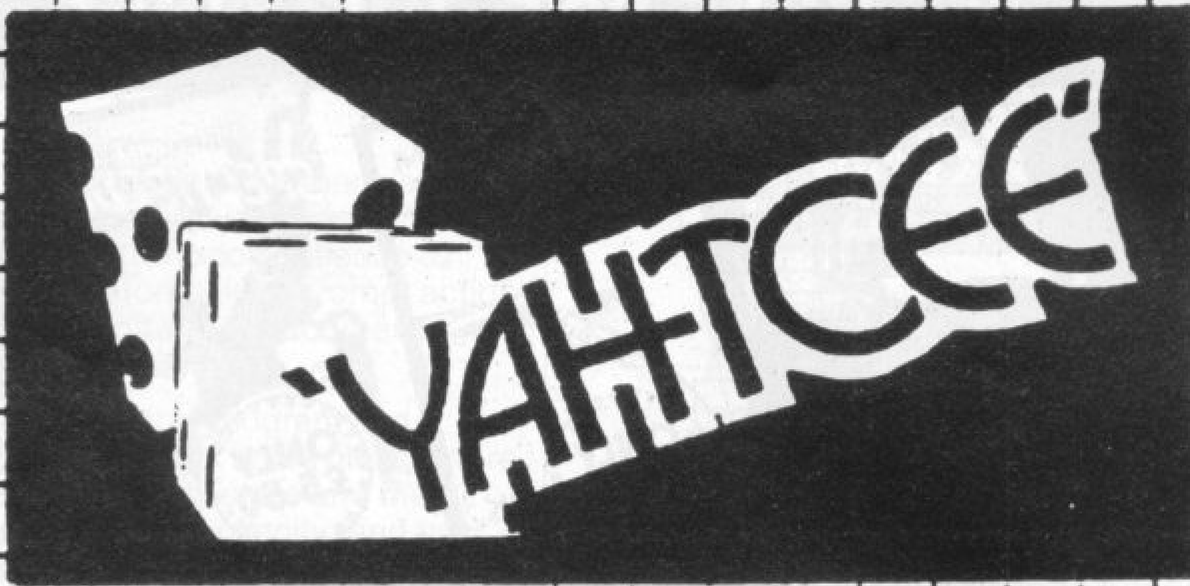
Wembley Conference Centre December 15-18, 1983

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Inside...
New Interface 2 and ROM cartridges!
New Software!

TAKING NEW SOFTWARE IN NEW DIRECTIONS

You'll see that this issue of Sinclair Special devotes considerable space to software. Why, when we've so much to say about hardware and peripherals? Simply because at Sinclair we believe in supporting first-class hardware with first-class software.

This month sees the start of a new commitment to education in our catalogue, both for adults and children.

In the field of micro theory, we've programs like Beyond BASIC and Make-a-Chip, which take you from the creation of simple ZX® assembler subsets to simulated circuit design projects.

There's Musicmaster, to teach you music terminology, note values and composition.

And if you're keen to beat your Spectrum at chess (which can be hard), you'll certainly want to try Chess Tutor 1, the first program in a complete chess masterclass.

Coming soon...

In the pipeline are many new releases, some of which break completely new ground. LOGO and micro-PROLOG for instance. They're fifth generation languages which will take you and your Spectrum closer than ever before to the creation and application of artificial intelligence.

A formal agreement between Sinclair and Macmillan Education has been announced, the first results of which will be published this autumn. These consist of five programs in a complete early reading course plus the first four of a series of programs based on Macmillan's top selling Science Horizons Scheme. All programs are designed for use in schools or the home.

And with Blackboard software, we're publishing six more home education programs for primary school children. Covering alphabet, spelling and punctuation, each of these programs is a true gem, unlike any other education software, and fascinating to run. Even for adults!

I believe that these new titles represent a major advance in educational software for the home.

New ROM software too!

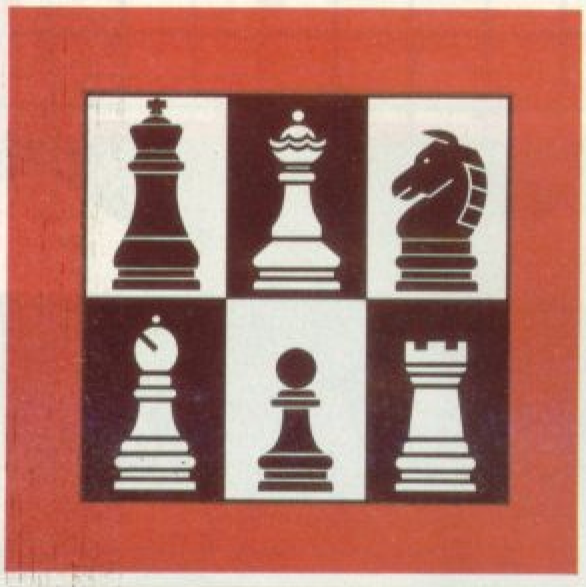
You may well have heard news of ZX Interface 2® and ROM cartridge programs. You'll find full details of the Interface and its software on the facing page (and there's an order form on the back page too!). These offer an instant games playing facility at unbeatable prices, and expand the possibilities of using your Spectrum in yet another direction.

Alison Maguire

Alison Maguire
Applications Software Manager

SOFTWARE UPDATE

The latest cassette software for ZX® Computers



Chess Tutor 1
For 48K RAM Spectrum. **£9.95.**

Chess Tutor is a new way of learning all about chess – using your ZX Spectrum.®

It starts from the beginning by teaching you about the chess pieces and the way they move – including castling, en passant, promotion, check, checkmate, stalemate and perpetual check.

Then it teaches you the basic tactics – pins, forks, double attacks and skewers.

There are over 120 exercises and over 200 questions for you to answer – with demonstrations and hints from your ZX Spectrum when you want them.

You can choose which parts of the course you want – and even experienced players may be surprised at what they can learn from Chess Tutor.

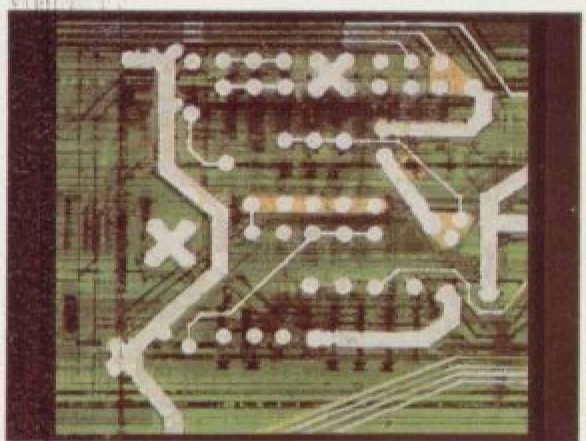


Musicmaster
For 48K RAM Spectrum. **£9.95.**

Musicmaster turns your ZX Spectrum into a musical instrument which will not only play tunes, but will also demonstrate key signatures, durations of notes, and scales.

You can write your own tunes – in any key – play them over and over again, save them on tape, modify them.

You can either write your music on a stave, or place a simple overlay on your Spectrum for a 17-note keyboard.



Make-a-Chip
For 48K RAM Spectrum. **£9.95.**

Make-a-Chip teaches you the basic elements of circuit design, shows you how they fit together, and then lets you design and test your own circuits.

When you have designed a circuit, you can give it inputs and outputs and your ZX Spectrum will check it for you. Then it will run it, or tell you what's wrong so that you can modify it.

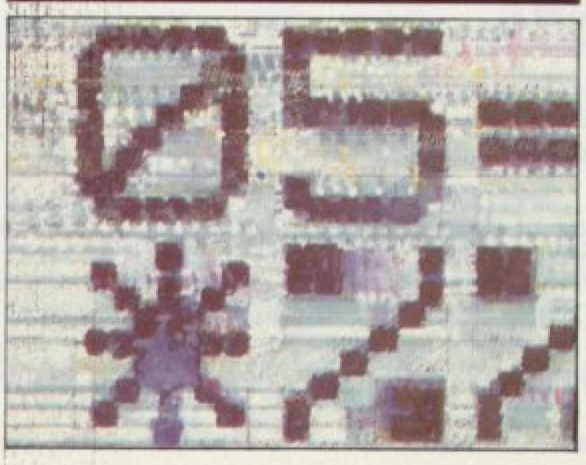
Make-a-Chip is a fascinating way of finding out how computer logic works.



Print Utilities
For 16K and 48K RAM Spectrum. **£9.95.**

Increase the printing and display facilities of your ZX Spectrum with the Print Utilities program.

Print Utilities enables you to enhance your programs by generating characters of eight different sizes which you can place anywhere on your screen.



Beyond BASIC
For 48K RAM Spectrum. **£9.95.**

Takes the agony out of assembler. Takes the mystery out of machine code.

Beyond BASIC gives you a deeper insight into the workings of your ZX Spectrum. It explains what happens inside your micro when you run a program, and it teaches you simple Z80 machine code programming.

A major feature of Beyond BASIC is that it enables you to write your own Z80 assembler programs – then you can actually see on your screen how they affect the ZX Spectrum memory and registers.

ZX INTERFACE 2®

The New ROM Cartridge/Joystick Interface

Loads programs instantly!
Takes two joysticks!
Just plug-in and play!

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum® system. It enables you to use new ZX® ROM cartridge software: plug-in programs that load instantly. It allows you to use two standard joysticks, without the need for separate, special interfaces.

To use new ZX ROM cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. The program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with ZX ROM cartridge or Sinclair cassette programs – or with dozens of other Spectrum-compatible programs!



SEE BACK PAGE FOR ZX INTERFACE 2 AND ROM CARTRIDGE ORDER FORM!

...AND BRAND NEW ROM CARTRIDGE SOFTWARE!

There's already plenty of choice of ZX ROM cartridge programs for your Spectrum. Some are old favourites, in an exciting new form. Others are new.

And now, thanks to ROM cartridge technology, you can run them *all* on a 16K RAM Spectrum, even if they were originally written only for 48K machines!

Every ROM cartridge program loads fast and faultlessly. No wires, no waiting, no worries about loading errors! All of them are affordably priced too, at £14.95.

Backgammon



Everything you need to play the famous and deceptively simple board game. Board, stones, rolling dice and doubling dice are shown in full colour and high resolution. Choose from four levels of skill to suit experts and beginners alike – full rules are included.

Space Raiders



Your skill is all that's stopping successive waves of aliens from destroying Earth. Use your gun base to attack. Shelter behind buildings... move out and blast the passing alien soaceship!

Full-colour high-resolution graphics with sound.

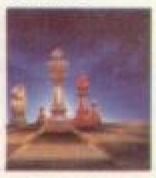
New! PSSST



Robbie the Robot sits in his garden. Help him fetch compost to cultivate his prize Thyrgodian Megga Chrysanthodil. Help him make the right choice of pesticide, to ward off devilish insects. Stop the insects breeding to overwhelming numbers before Robbie's plant has bloomed. PSSST is horticulture with a horrendous twist!

One and two player option, with a host of features including sound effects.

Chess



This sophisticated program does everything you'd expect at board game level, and much more besides.

The high-resolution chessboard and pieces are arranged in a row and column system, so it's easy to key in your moves.

At any stage of the game you can request the computer to suggest a move, reverse roles or change the level of skill.

Full-colour high-resolution graphics.

Planetoids



Dodge and swerve using your thrust button, turn on a planetoid... fire! But beware – the alien ship moves fast to destroy you with cluster bombs. And when it comes to the crunch, use your hyperspace button!

Full-colour high-resolution graphics with sound.

Hungry Horace



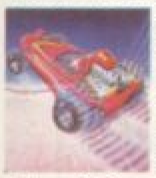
Horace is forever being chased around the park by guards.

He steals their lunch, eats pathway flowers and creates chaos in the park by ringing the alarm!

You'll have to be quick to keep Horace out of trouble!

Full-colour high-resolution graphics with sound.

New! Tranz Am



Set in a future time ruled by cars and trophies, in a land where petrol replaces gold, and status is possession of the 8 Great Cups of Ultimate.

Driving your Super Blown Red Racer, use your skill to outwit and crash the Deadly Black Turbos. Use your instruments to locate and collect the trophies – before you overheat or run out of fuel.

A program with outstanding multi-directional movement, graphic features, and a playing area equivalent to more than 600 times actual screen area.

Horace and the Spiders



Guide Horace on the hazardous journey to the cobwebbed house full of poisonous spiders.

Safely in the house, you must move along cobwebs, choose a spot... and jump on it! The spiders will be in a frenzy – scuttling to repair their precious web.

And when a spider is spinning a new section, you're safe to attack and destroy it!

Kill all the spiders, and a new web appears... with even more spiders to catch.

Full-colour high-resolution graphics.

New! Cookie



You're Charlie the Chef, who keeps his ingredients locked in the larder. But if the ingredients escape, they bring the inedible Nasties with them!

You must daze the escaping ingredients with flour bombs, and knock them into the mixing bowl. Stop them getting into the dustbin, at all costs! And beware of Nasties that get into the mixing bowl!

Cookie is fast-moving panic in the pantry, with a cast of real characters. A program to make you smile – and sweat!

New! Jet Pac



As Chief Test Pilot of the Acme Interstellar Transport Company, your task is to deliver and assemble spaceship kits. On your way round the galaxy, you're free to collect precious stones and gold.

The catch? Rocket fuel is precious and scarce. And the aliens don't take kindly to the theft of their valuables. You'll need your wits and your lasers!

With a host of features, including multi-directional movement, explosions, sound effects and one and two player option.

ZX MICRODRIVE





NOW ON RELEASE

The ZX Microdrive® System – as you'd expect from Sinclair – is unique to the world of computing. It's a compact, expandable add-on system which provides high-speed access to massive data storage. With just one Microdrive alone (and Interface 1), you'll have at least 85K bytes of storage, the ability to LOAD and SAVE in mere seconds, the beginnings of a local area network of up to 64 Spectrums, *and* a built-in RS232 interface! The cost? Less than £50 for each Microdrive.

How to get ZX Microdrive

Spectrum owners who bought direct from us, by mail order, have been sent full details. Order forms are being mailed in strict rotation, so if you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, don't worry. Send us the form from the bottom of this page. We'll add your name to the mailing list, and send you details by return.

Each Microdrive costs £49.95. Interface 1 costs £49.95, but just £29.95 if purchased with a ZX Microdrive. Extra ZX Microdrive cartridges: £4.95.

How to order

Simply fill in the relevant sections on the order form below. Note that there is no postage or packing to pay on some purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-200 0200, 24 hours a day. 14-day money-back option, of course. Please allow 28 days for delivery.

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ORDER FORM

Section A: Hardware

Qty	Item	Code	Item Price £	Total £
	ZX Interface 2	8501	19.95	
	ZX Spectrum – 48K	3000	129.95	
	ZX Spectrum – 16K	3002	99.95	
	Postage and packing: orders under £90	0028	2.95	
	orders over £90	0029	4.95	
			TOTAL £	

Section B: Software ROM CARTRIDGE PROGRAMS

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	G9/R Space Raiders	5300	14.95	
	G13/R Hungry Horace	5303	14.95	
	G24/R Horace and the Spiders	5305	14.95	
	G28/R PSSST	5307	14.95	
	G30/R Cookie	5309	14.95	
	G29/R Tranz Am	5308	14.95	
	G27/R Jet Pac	5306	14.95	
	G22/R Backgammon	5304	14.95	
	G10/R Chess	5301	14.95	

CASSETTE PROGRAMS for ZX Spectrum

Qty	Item	Code	Item Price £	Total £
	E9/S Chess Tutor 1	4308	9.95	
	E7/S Musicmaster	4306	9.95	
	E8/S Beyond BASIC	4307	9.95	
	E6/S Make-a-Chip	4305	9.95	
	L5/S Print Utilities	4404	9.95	
			TOTAL £	

*I enclose a cheque/postal order made payable to Sinclair Research Ltd for £______

*Please charge to my Access/Barclaycard/Trustcard account no:

*Delete/complete as applicable.

Signature

Mr/Mrs/Miss

Address

CVG 911

(Please print)

ZX Microdrive information request

Please add my name to the Microdrive Mailing List, *and* send me a colour brochure with full specifications of ZX Microdrive/Interface 1 ☐ *(tick here)*. You can use the above form to send us your name and address.

C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: ....

Machine make: .... Model ....

Other models it should run on: .... Number of K needed to run it: ....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: ....

Author's Christian name: .... Surname: ....

Address: ....

....

.... Tel: .... Date: ....

Type of game: (If original please say so) ....

Loading instructions: ....

Game instructions: (If not included in the listing) ....

....

....

Office use only

Date received: ....

Acknowledgement sent: ☐

Name of evaluator: ....

Date sent out: ....

Date due back: ....

Needs to be returned to author for alterations: ☐ Date sent: ....

Due to be published in issue of magazine. ....

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐

BOOK A TEST FIGHT TODAY!



You'll have a REAL fight on your hands when you tackle our new games.

They're all-action games designed to push your senses to new limits. Take "Brain Damage"; trapped in your computer's micro-circuits you'll need all your resources to defeat the CPU's electron panzers ... and if they don't get you, the Rogue Programs will.

When you get your breath back you'll be running for your life again in "Exterminator". Transported into the future you'll find that earth is a very different place. Robots rule the world and the human race is almost extinct, there's only one family left. You have to save them ... but hurry you don't have much time.

Sitting in defense command, your hands poised at the controls, you scan the sky for activity knowing that it will shortly erupt. "Armageddon" is about to begin ... only YOU can save the last six cities.

If you're still in control of your senses you can try your hand at rescuing the miners trapped on Titan ... easy you think! Ride your ship through the mini-meteor storm and pick up the men. But you didn't reckon on the corporation spaceships making this "Mission Impossible".

Book your test flight today. Buy any of Silversoft's new games and find out if you're really in control.

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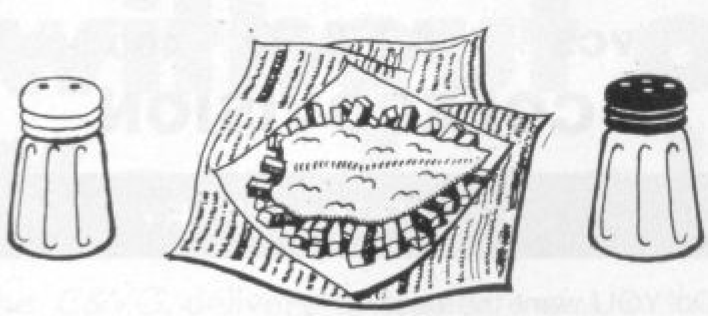
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Time for the annual holiday and Martha decides to visit her half-cousin Manuel, who is a waiter in a plush hotel in Barcelona.
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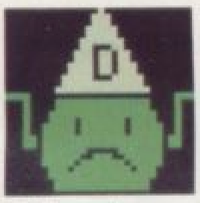
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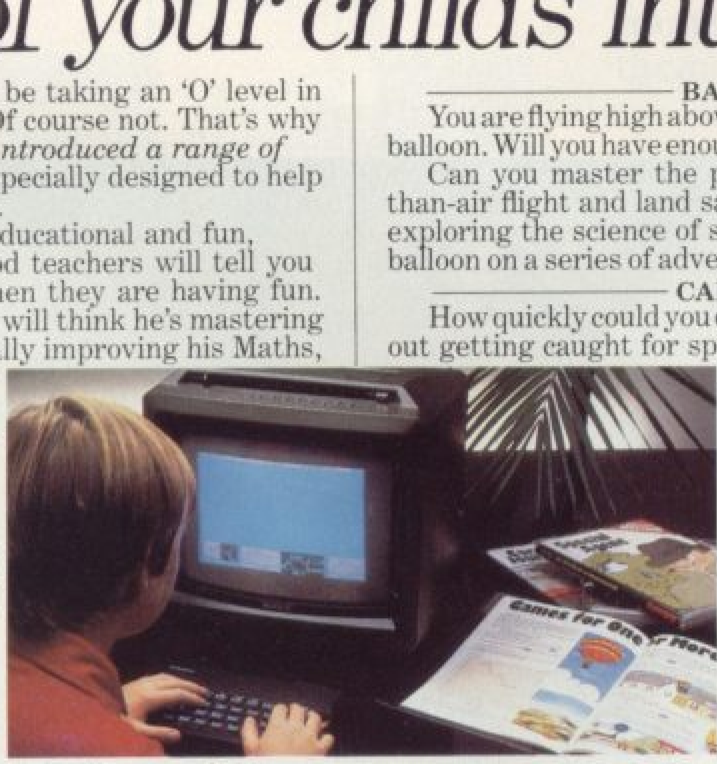
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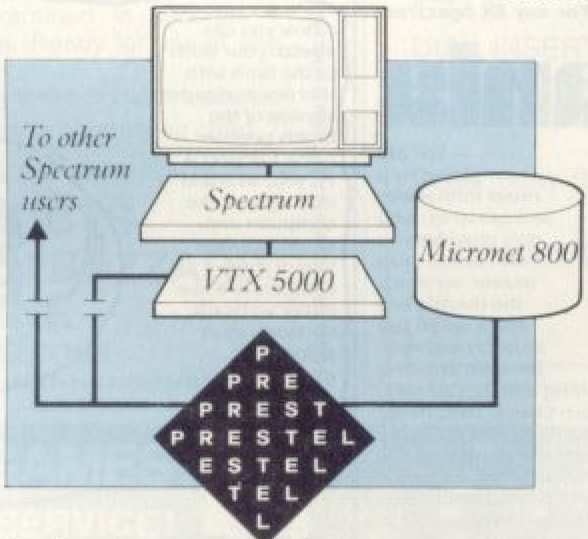
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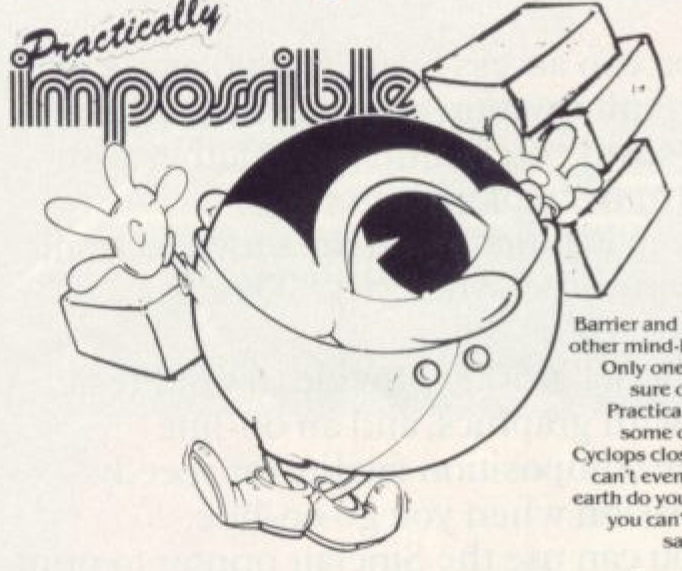
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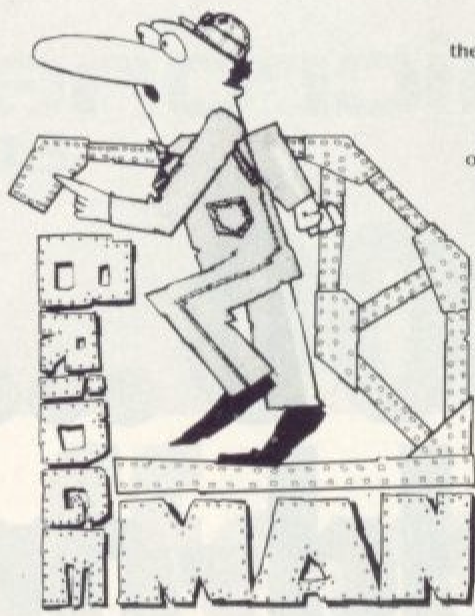
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